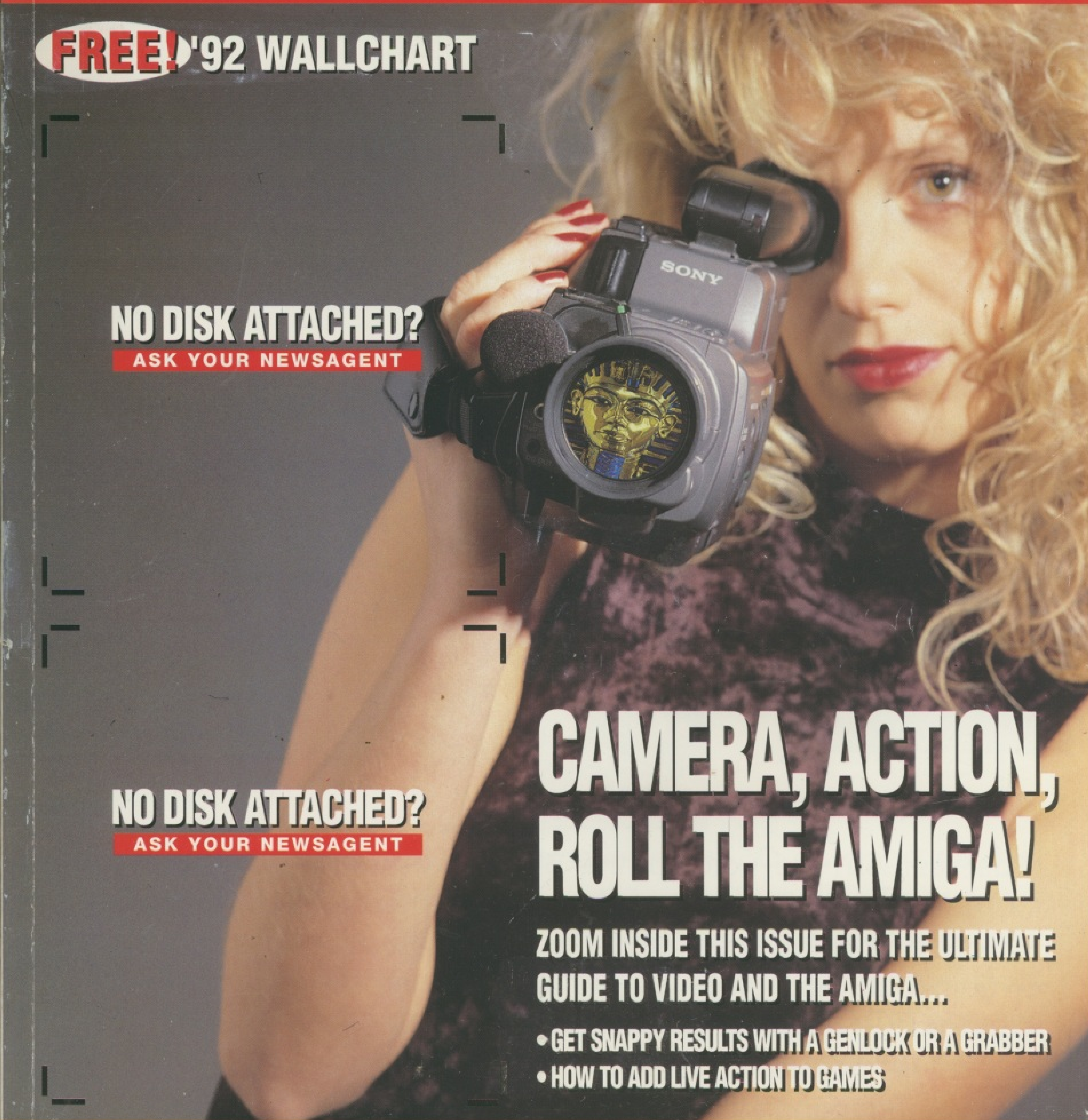
THE COMPLETE GUIDE TO THE AMIGA

CU AMIGA



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- HOW TO ADD LIVE ACTION TO GAMES

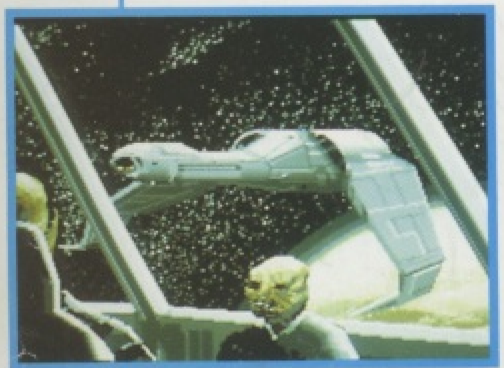
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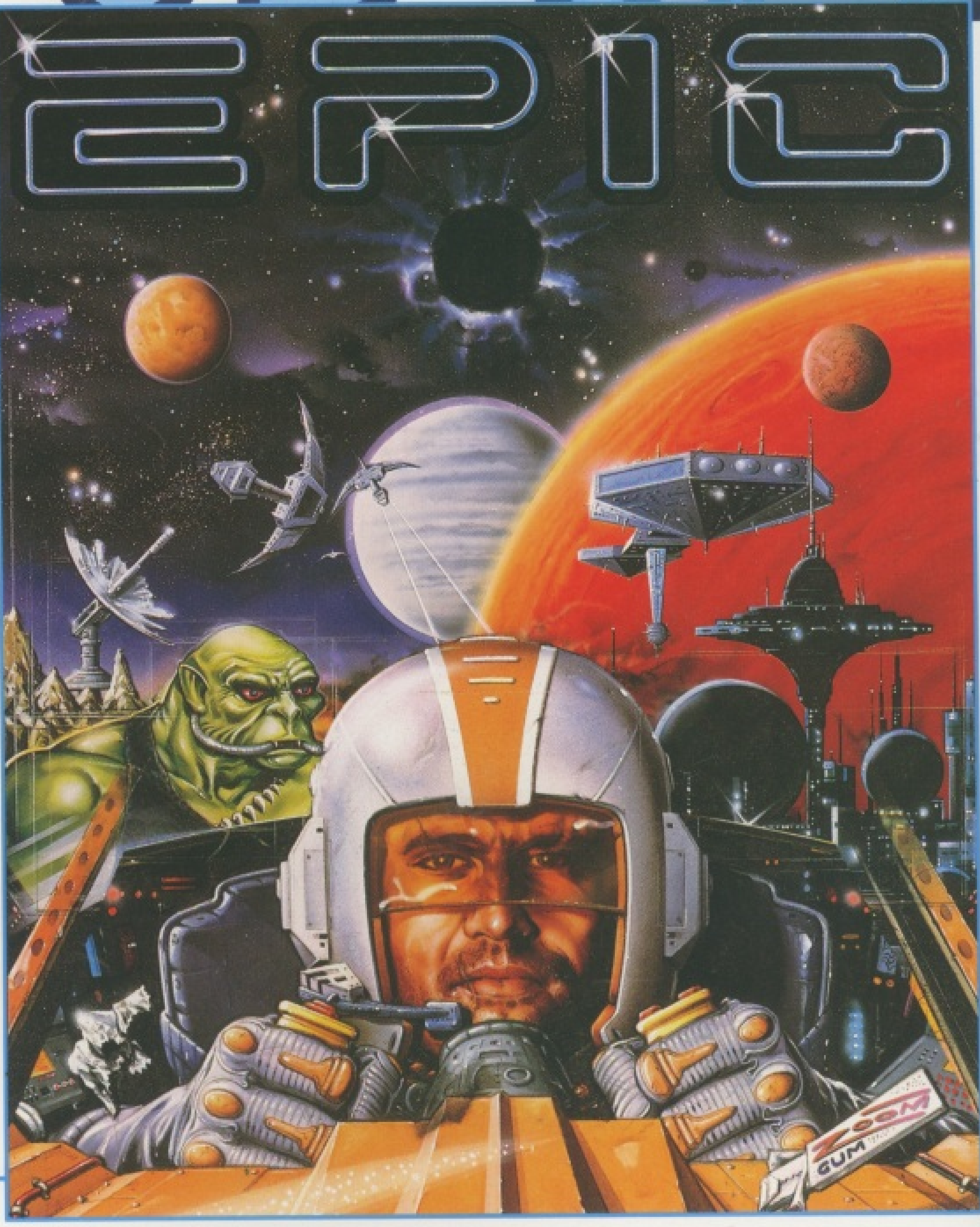
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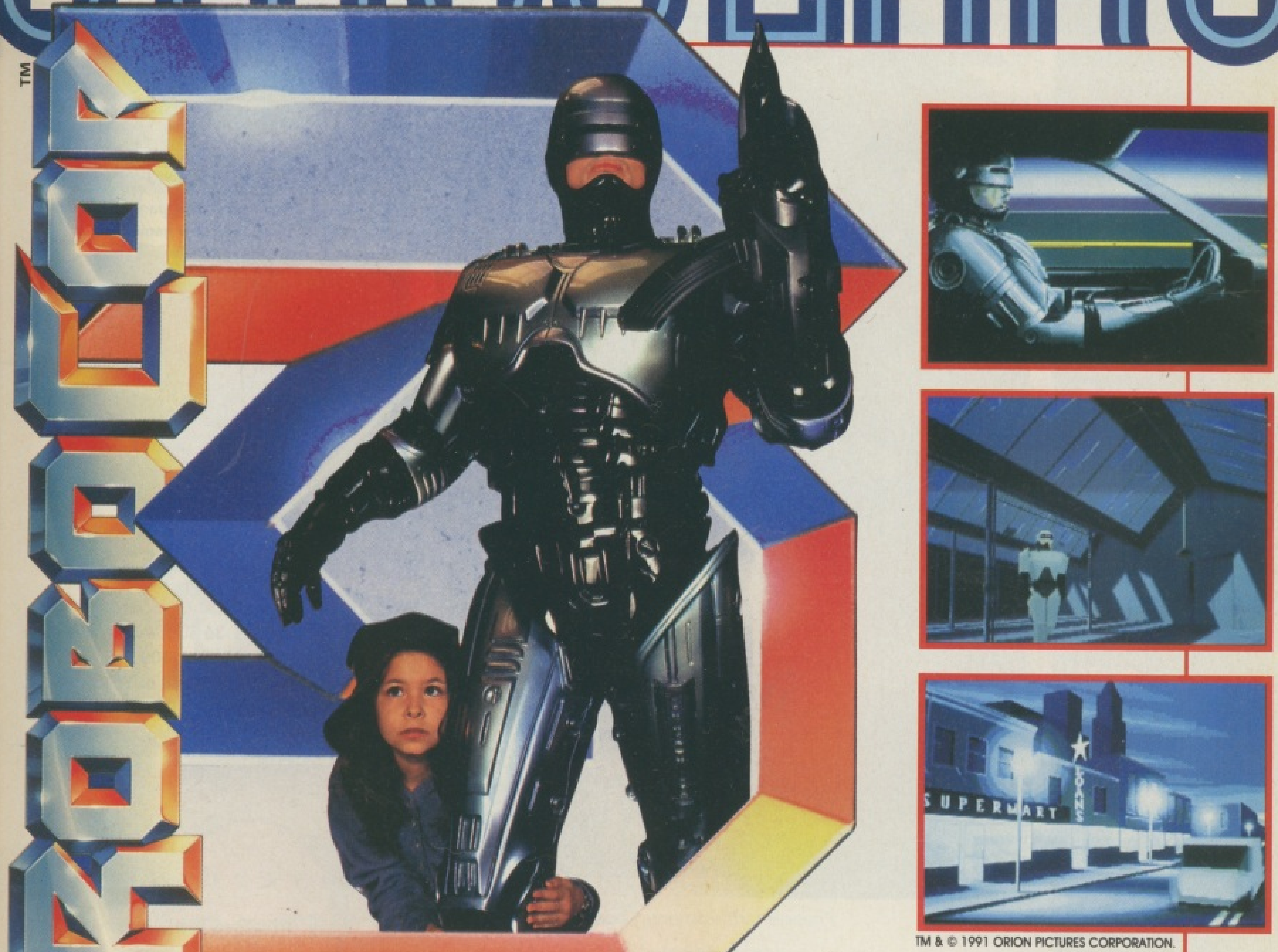
"Epic is one of the finest products i have played this year, the depth of gameplay and graphics are of a truly stunning standard. .. the sheer number of vectors used on the screen is incredible with the final battle having over 500 independently minded ships." - Games X

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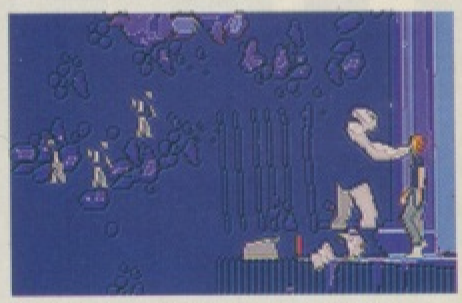
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Park House, Park Road,
Peterborough PE1 2TR
Tel: 0733 555161
Subscriptions – PO Box 500, Leicester
LE99 0AA
Enquires – Tel: 0858 - 410510
Order Line (answerphone)
0858 - 410888
Back Issues – P.O. Box 500, Leicester,
LE99 0AA.
Tel: 0858 - 410510.
ISS 0265 -721X

ABC 78,266 Jan-Jun 1991
Member of Audit Bureau of Circulation







The mysterious and secretive Arcane Designs tell all about their new games!



R E G U L A R S

SPECIALS

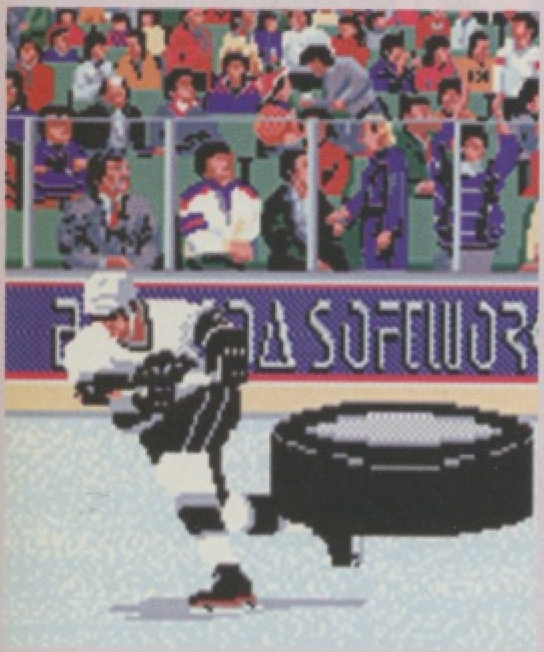
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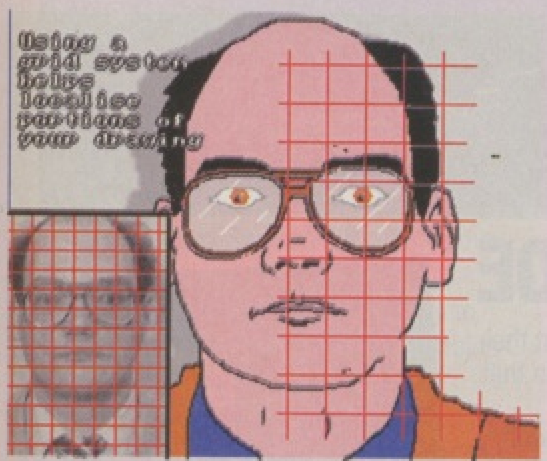
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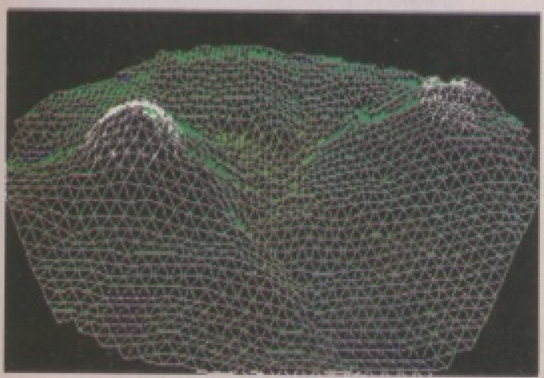
This month we hit new heights with some red-hot exclusives. So, for your enjoyment, we are proud to present demos of *John Madden* and *Guy Spy*, the best fractal animator ever, a pro-quality word processor and a stunning disk organiser.

OOPS! In our review of *Space Ace 2* last month we incorrectly stated the price as £44.95. It is actually £34.95. We apologise for any inconvenience or embarrassment caused to its distributor EI.









GAMES **40** With Christmas Day and New Year's Eve a distant blur, it's time to get stuck into this year's latest. Kicking off with Electronic Arts' eagerly awaited **John Madden Football** and Delphine's superb **Another World,** the games come thick and fast. **Elvira's** back with an arcade adventure, plus there's **Populous World Editor**, **Red Baron**, the graphically excellent **Rubicon**, **Mercenary 3**, **Oh No! More Lemmings** – and will USG be making an offer you can't refuse with the release of the **Godfather?**

TECHNICAL **118 DON'T SHOOT ME, I'M ONLY THE PIANO TUTOR** We've got the composition kit (see SPECIALS panel opposite), and now we've got the keyboard add-on that's also a piano tutor. But does the Miracle live up to its name?

120 A MUG'S GUIDE TO DRAWING FACES Peter Lee continues his series of art tutorials with helpful hints 'n' tips on drawing that most difficult of challenges: the human face.

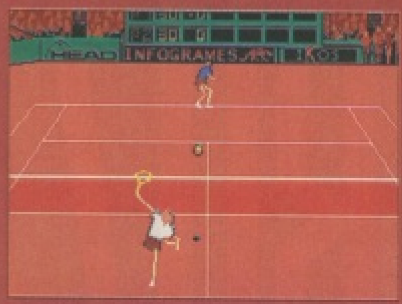
131 WISH UPON A STAR Making a mid-priced entry into the bubblejet market, Star printers hope for big things from their SJ-48. We compare it to its nearest rival.

132 THE BIRTH OF A NATION At last! A fractal landscape generator that doesn't require a squillion bytes of memory. . .

133 BEGINNER'S BIBLE Library-hopping Mat Broomfield dons his bifocals to take a look at the latest book for beginners

137 MICKEY MOUSE IT AIN'T *Take2* is the latest in animation utilities from Rombo. We've pencilled it in for a test. . .

COMPETITION **14** It's your chance to win *Real Things Safari* **29 The Mandala** system can transport you – yes YOU – inside a computer game, a CAD-style environment, anywhere you like, in fact. We've got one to give away, and it could be yours.





Game, set and match to Infogrames? Find out here!

REVIEWS

CU delivers the software. Will Psygnosis score with *Agony*? And how fares *The Godfather*, *Jet Set Willy*, *Great Napoleonic Battles* and *Another World*? Watch out for Infogrammes' *Advantage Tennis* – it's a bit of a surprise treat!

BUZZ

POLAROID'S BIT ON THE SLIDE



Polaroid have announced Amiga compatibility for their CI-3000 Digital Palette. The device, already popular on Mac and IBM platforms, enables high-quality slides, prints and OHP transparencies to be produced at high resolution from any standard graphics file.

Amiga compatibility is to be provided via a special driver module for ASDG's Art Department Professional.

Images loaded into ADPro will first be separated into RGB components and then sent one at a time to the CI-3000 via the parallel port. The Digital Palette will rasterize the images onto a miniature HQ 2000 line mono display. A dedicated 35mm camera will build up a multiple exposure full colour image via a set of automated filters.

Included in the price of the unit are all the cables and connectors, plus about a month's supply of film. The CI-3000 is currently retailing at £3950, whilst the ADPro module will be initially only available from HB Marketing, priced £129.95. Polaroid do not sell the CI-3000 direct, but call 07072 78209 for your nearest dealer

Will Arcane Design be bigger than the Bitmaps?. . . Pro Page 3.0 on the way. . . Ocean reveal their new games for '92. . . Special FX go it alone. . . New multi-media magazine makes its debut. . . Lotus construction kit from Gremlin

MOTORMOUTH 4

Our apologies go to The Original Graphics Company, who we failed to credit for Motormouth IV, their brilliant computer graphic used on the front cover of our December issue.

Motormouth IV, which was designed for TVS by Richard Squires of The Original Graphics Company, won Best Title at Computer Graphics '91.

The Original Graphics Company produce all the animations for CATCHPHRASE and are currently developing a 24-bit paint system based on Amigas which also has 3D animation capability.



OPTICAL STAMPEDE



Panasonic are joining the removable media fray but their soon-to-be released disk drive may not be the boon that it's claimed to be.

The LF-3000E magneto-optic disk drive works with 3.5 inch cartridges, which is the same size as standard Amiga floppies but about four times as thick. This is an industry standard capable of storing around 128Mb of data depending on how the disks are formatted. The cartridges have a life expectancy of around ten years due to their non-contact read-write method.

The drive joins a list of others in the market, most notably the IBM MD3125. In essence, most of the drives are very similar in specification, which isn't all that surprising considering they all use the same disks.

Unfortunately for Amiga owners one of the similarities is that all these systems require a SCSI2 interface. The Amiga (apart from the A3000) doesn't come with one as standard and people who reckon they do have an interface card will probably find that it is only plain old SCSI. There aren't many around at the moment, although there are several in production.

PRO PAGE 3.0!

It has been confirmed by Keith Hughes of Gold Disk that there will be a major update to *Professional Page* in the near future. *Pro Page 2.2* and its ancestors have long been considered to be the only contender in the field of professional Amiga DTP systems.

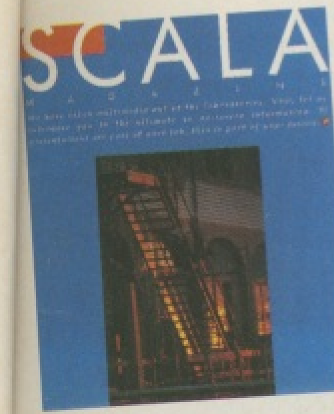
The latest version may (or may not) include fractional font sizes, irregular text wrap, graduated fills and Arexx support.

Also due for release 'real soon now' is *Professional Calc*, previewed at the Denver Developers Conference

SCALA IN PRINT

Owners of Scala, the multimedia/presentation/titling systems will be finding a pleasant surprise on their doormats. At least Digital Vision hope they will find it pleasant, because they have spent large amounts of money printing 40,000 copies of 'Scala Magazine' and distributing them to all registered users of their product.

The magazine is, as you would expect, a high quality glossy product and quite large at 54-pages with no advertising. About fifty percent of the content does seem to be preaching to the converted but hidden away amongst the hype there are a few really useful tutorials.



Scala magazine will be published twice a year and will supposedly keep the reader informed about 'the latest developments within multimedia'.

Digital Vision U.K. are on 0920 444294

P-TYPE EDUCATION

Learning and fun are two words often used together in promotional blurb. Usually incorrectly. Nevertheless, this is what's promised by Tekno Amiga.

Designed in Sweden it is an introductory electronics tutorial covering everything from wiring up a battery to NPN transistor theory. Using a combination of a hardware 'designer board', software and a tutorial booklet, the user is invited to build a series of increasingly more complicated projects including timers, sound projects and real-time digital thermometers. Eager users will even be able to write their own software controllers for the board.

Sections of the course are (for the moment) compatible with National Curriculum requirements in Physics.

Tekno Amiga is available at the real-time digitally accurate price of £84.95 from HB Marketing.

ZELORIA – CORE Ever wondered just where all those socks and remote control units go when you lose them? According to Core Design, they go to the mystical world of Zeloria – the setting of their new arcade/adventure. Originally pencilled in as an isometric arcade/adventure in the style of *Heimdall*, Core have instead opted for a sideways-on view. The whole appearance of the game is akin to watching a play at the theatre, with the rooms tapering into the background and playing host to a series of object and manoeuvre-related puzzles. The rather odd storyline behind the game tells of a kid who, whilst playing baseball, is whisked away from his pitching mound to this distant land. *Zeloria* is expected for a March/April release. **BEAVERS – GRANDSLAM** The Bumpkin-sounding Jethro Beaver has had his girlfriend kidnapped by the Fox gang, and she has been stashed away in their underground lair. Thus, Jethro must negotiate the four levels of the game, passing through forests, wintry wastelands, and the Foxes' cave itself. *Beavers* is being written by Arc Developments, and sports several ideas of which they are very proud. For instance, to escape danger, Jethro can use his flat tail as a helicopter to lift him out of the path of marauding nasties.



COVER GIRL POKER – EMOTIONAL PICTURES Readers of that pinnacle of quality journalism, The Daily Sport, will be chuffed to Betsy to hear that those rascals at Emotional Pictures have got a Strip Poker game coming out, and are using the Sport as a licence for it. *Cover Girl Poker*, to give it its full title, features digitised pics of eight lovelies who are arranged in Nurse's outfits, Santa suits and on exotic beaches just for you. Maria Whittaker and a handful of Page 3 models are also amongst the line up. All the women are depicted in digitised form, and some of them treat you to an animated sequence as they peel off. It'll be out in February, so get practising.



G-LOC – U.S. GOLD Sega's gut-churner is nearing the end of its conversion time, and Image's attempt to recreate its many thrills and spills is looking quite impressive. The conversion features as many sprites as the coin-op and the previously-missing ground detail is now being added. Set over a series of fast-paced stages, the player is given the job of destroying a number of enemy jets before docking with their carrier. After this, it's time to do it again, only with large canyons and the like to negotiate – not to mention the enemy flak! Expect a review of *G-LOC* next issue.



STORM MASTER – SILMARILS/DAZE All of Silmarils' forthcoming games will now be distributed in the UK and Europe by a new London-based company called Daze, and the first release is a novel variant on the God sim. In a world controlled by the forces of the wind, you must use the blustery conditions to bolster your income and create large armies. The wind can be controlled using windmills to provide power, and this power can be used to produce energy to create new weaponry and food. Thus, the construction of new buildings is your main task, along with the more mundane tasks of book-keeping, feeding your people and preparing armies. Set over a number of attractive screens, there are even arcade sub-games and mystical rites awaiting your attention.



BUZZ

OCEAN LICENCED TO KILL

News reaches us of Ocean's latest acquisitions. The first is for an as-yet untitled film which movie pundits are predicting will be 'the next ET'. Creative Materials, the team behind *The Godfather* and *Line Of Fire* for U.S. Gold, will be handling the Amiga version – and Creative's big-wig, Andy Hicke, is said to be tremendously excited about this latest project. 'We've only got a script and a few film stills to go on,' he says, 'but the potential for a good game is enormous'. Apparently, the film stars two as-yet unknown child prodigies and is '1992's major tear-jerker'. We'll pass on the Kleenex and details as and when they become available.



Also from Ocean, rumours abound that the Mancunian giant – and not U.S. Gold as was thought – has won the rights to produce a title for this year's Olympic games.

But despite this flurry of activity on the licence front, Ocean's line-up for '92 nevertheless sees a major swing towards original products. Although licence fans will be chuffed with Ocean France's *Liquid Kid* conversion, original games predominate. First off is *Push Over*, which sounds a little like *Lemmings* , and next up is *Sleepwalker* in which the titular somnambulist wanders a series of scrolling levels. Details on the other forth-coming games are sketchier, but expect a fast, 3D flight sim by the name of *Iron Angel*, another arcade puzzler called *Mister Nuts*, a *Robosport* from Maxis, plus what Ocean claim will be the definitive Golf game.

SPECIAL FX GO IT ALONE...

Special FX, the development team behind such hits as *The Untouchables* and *Robocop II*, are set to break away from their long-term partnership with Ocean. In an amicable split, Liverpool-based FX will be free to work with other developers and concentrate on a trio of original projects. 'It was a decision both sides came to an agreement on,' said Special FX head honcho, Paul Finnegan. However, the Liverpudlian team haven't ruled out following the likes of Core Design and going it alone as a full-blown publisher. Already several companies are interested in FX's wares, and more details on the projects will be unveiled in CU in the next two issues.

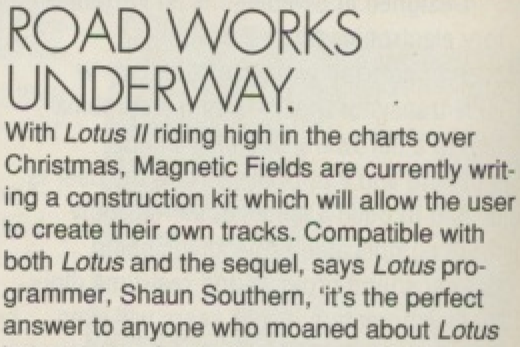


MICROPROSE'S FANTASY

Those busy boys at Creative Materials are currently preparing a campaign/RPG fantasy game for Tetbury-based Microprose. Said Creative's Andy Hicke: 'It's becoming apparent that users want more than just *Final Fights* and *Double Dragons* these days, and we've been looking to get into the RPG market for a while and now seemed as good a time as any.' The as-yet unnamed RPG is claimed to add 'a little something else', although it won't be released until what industry top-nobs call 'the last quarter of '92'.

BUCK OFF...

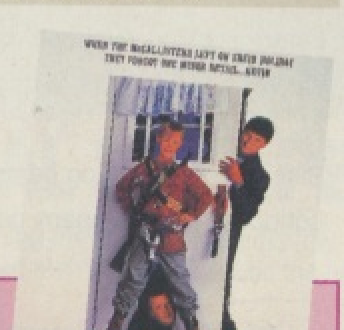
Coming soon from U.S. Gold and SSI is *Buck Rogers: Matrix Cubed*, offering pretty much the same style of gameplay as its successful *Buck Rogers* predecessor – with armies to be amassed and aliens to be blasted. The game is currently 75% complete, and is about to undergo play-testing before it is released in the Spring.



ROAD WORKS UNDERWAY.

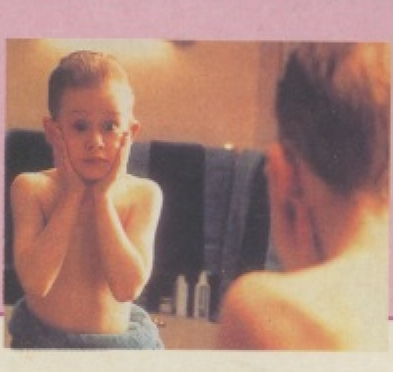
With *Lotus II* riding high in the charts over Christmas, Magnetic Fields are currently writing a construction kit which will allow the user to create their own tracks. Compatible with both *Lotus* and the sequel, says *Lotus* programmer, Shaun Southern, 'it's the perfect answer to anyone who moaned about *Lotus* being better than *Lotus II* or complaining about the difficulty level.' The kit will allow the user to redefine virtually every aspect of the game, and ideas which were in the first game but omitted in the sequel – the pitstops, for example – can now be added.

Shaun and Co. are also putting together a platform game, 'to get away from cars for a while'.



KEVIN'S BACK!

Currently filming in the good old US of A is 'Home Alone II: Alone Again', starring Macaulay Culkin as the kid who, once again, is lost by his parents. This time, the action is set during a trip to the Big Apple, with Joe Pesci reprising his role as the bumbling burglar. Who will be doing the licenced game? The most likely candidate is Accolade who were responsible for the first *Home Alone* game – as bad as it was – but there are also whispers that Ocean may have a foot in the door, along with a couple of the other 'larger' software houses.



BUZZ

To the streetwise, the Amiga can be as powerful a tool as the mixing console. Mike Pattenden ventures into the underground world of album designer, Phil Wolstenholme, exclaiming...

sleeve it out

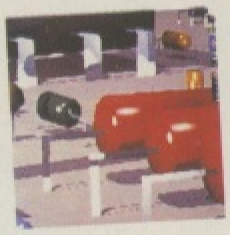


The explosion in dance music since the late '80s has been reflected in the boom in design which sprung up alongside it. Yet while much of the music rocking dance floors owes its life to the digital technology of samplers and MIDI keyboards, few designers have taken advantage of the parallel power of computerised design tools.

Phil Wolstenholme is the exception. He has been generating designs for record sleeves for dance acts and labels like Cabaret Voltaire and 808 State, and he's been using an Amiga to do it.

Two years on the dole taught Wolstenholme that working on a low budget was impossible, so, with a grant from the Prince's Trust, he invested in an Amiga and set himself up in business with the intention of doing something a bit different: 'I was dissatisfied with the current sort of sleeve styles and I realised that producing my own was the easiest way to let people see my work'. The trend for vaguely psychedelic computer graphics had little innovation. So he set to work to shape something altogether new. And the results are startling. 'What I'm trying to do is get the computer to provide the sort of sharpness of detail which suspends your faculties,' he explains.

Wolstenholme is aware of the hacking/demo scene. 'Some of the European stuff I've seen is interesting, but the direction is worrying. It's a case of outstanding technique but few ideas to back it up. Most programmers are simply excellent mathematicians, but the direction I'm looking at is to work with them and bridge the gap; it's getting to the point where I want to move on, and ten-hour ray traces are no use to anyone.'

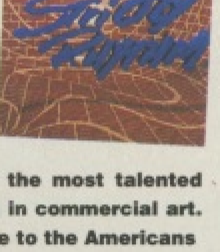


Now Wolstenholme is looking to upgrade his system – with help. 'I could put together something like the quality of Scitex or Quantel for a quarter of the price.' To this end he hopes Commodore will provide some funding for his work. 'They're getting good publicity for their machines from me currently and I'd like them to offer me a similar set up to the IBM in-house artist, William Latham.'

Wolstenholme is also looking to progress beyond sleeve design to creating TV work of broadcast quality. The answer though, may lie in taking his skills to the States.



The work of creative houses like Lucasfilm's Industrial Light And Magic has blown him away. 'I went to San Francisco to see what they're doing there and it's amazing, years ahead. If you use computers creatively in this country you end up producing Domestos commercials. I want to make people think and I'm going to have to go to California to do that'.



Phil Wolstenholme is one of the most talented British Amiga artists working in commercial art. It'd be a shame to lose his like to the Americans

PHIL'S HARDWARE SET-UP Phil uses an Amiga 2000 with accelerator board and hard disk. He employs design packages like *Imagine*, *Sculpt 4-D* and *Deluxe Paint*, but he's currently talking to a programmer who writes fractal design systems with a view to adapting code to run on his Amiga. 'It's something no one else will have and it's going to send me in a new direction. My aim is ultimate animation flexibility. If you look at the Amiga's potential it's enormous – even musically. If they could produce decent software for it, the Atari would be stone-dead.'

SO WHO DO YOU THINK WAS BEST IN 1991?

It's that time of year again, where CU and the rest of the magazines within the EMAP Images building reward excellence within the computer game industry with their coveted Golden Joystick awards. It's the industry's version of the Oscars, and more importantly, it's you, the reader, who decides who gets what, and all respondents to the survey will be eligible for our free £500 worth of software prize draw.

THE CATEGORIES ARE:

BEST AMIGA GRAPHICS:

BEST AMIGA SOUNDTRACK:

BEST AMIGA SIMULATION:

BEST AMIGA COIN-OP CONVERSION:

AMIGA GAME OF THE YEAR:

PROGRAMMING TEAM OF THE YEAR:

HARDWARE MANUFACTURER OF THE YEAR:

SOFTWARE HOUSE OF THE YEAR:

WORST GAME OF THE YEAR:

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PHOENIX

RAM expansions made for the older A500 will not work with the new A500 Plus if they are populated to more than 512k. Phoenix have developed a range of RAM expansion units specifically for the new A500 Plus.

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Chip Ram is required to unleash the full graphics capabilities of the Amiga 500 Plus

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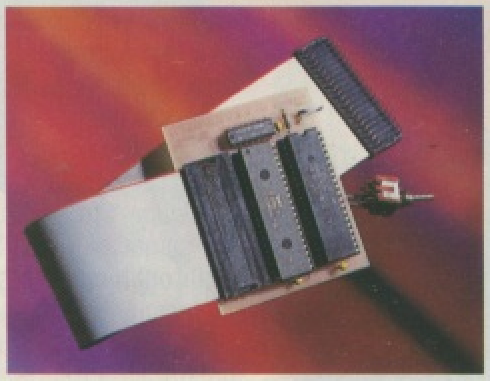
1Mb fully populated only £49.99



Kickstart ROM1.3/2.04 sharer

Because some older Games and Business software will not run on the new Kickstart 2.04 ROM Phoenix have designed a sharer for both ROM chip sets.

Switchable between 1.3 and 2.04 you can get all the benefits of the latest A500 *Plus* without the drawback of losing some of your favourite software.



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BUZZ

Who's top of the heap and who's down in the dumper? Steve Keene met a brand new development team and asks...

Will Arcane be bigger than the Bitmaps?



Never heard of Arcane Design? Well, you will soon, especially if development manager Steve Isles has anything to do with it. The Crystal Palace-based programming team have only been together for two months but have already got no less than eight games on the go for the Amiga with two of those being for the CD-TV. And there are plenty more ideas just waiting to be developed.

SUPERFAST

For a start, they've managed to invent a new code on the Amiga that will rival the fastest that's around. The working title is *Lykos Code*, which apparently runs as fast as the Megadrive's *Sonic the Hedgehog.* Claims Steve: 'We can animate twelve enemy sprites and eight hardware sprites with a total of twenty-one characters on screen at once and still keep thirty-two colours and suffer no loss of speed.'



MOTLEY CREW

On the art front, there's Andy Jones, an Amiga addict who's been doing the artwork for Amstrad games including *Outrun*, *Rygar*, *Tiger Road,* and *1942.* Meanwhile, the music is being handled by Jimmy Fredrickson, who may be better known under his pseudonym of Firefox and for his work on *Full Contact* for Team 17. Finally, the chief CD-TV programmer is Jolean Rowse.



DESTRUCTION

One of the ideas the company are working on is an aircraft combat sim called *Fleet Command.* Probably their most exciting project at the moment, though, is the CD-TV version of *The Three Musketeers.* An incredible mix of graphics, problem-solving and arcade action, this could be one to watch. And for the last two years the company have had their hands on a simultaneous two-player version of *Xenon II*!

XENON

'The *Xenon* thing was just a result of boredom,' says Steve, 'two of the programmers saw a screen shot of the Bitmaps' game in one of the magazines when it was still in development stages. From that one screen shot they managed to code an entire game that we think is even better than the classic that *Xenon II* has become.' Of course, the Bitmaps game came out leaving the two programmers with no course of action but to keep their game under wraps, but they still hope it sees the light of day.

The company's' first game will be a novel space shoot 'em up called *Strontium.* 'I'm here to ensure that only games of the highest quality pass out through our doors,' says Steve. The team are currently looking for a publisher, and we'll let you know of any further developments.

Arcane claim that their new custom code for the Amiga will rival even the consoles. When you hear some of their plans for the future it's entirely believable.



JPEG AT LAST

ASDG's award-winning graphics pre-production package, Art Department Professional, has substantially increased its usefulness by now accepting industry standard JPEG images. JPEG is an image compression system which gives large space savings whilst still maintaining the data in a fairly accessible form. The algorithms give a compression ratio on average about 30 times that achieved in a standard IFF file, with a barely detectable loss of quality. The standard is already employed by professionals in Mac and even PC systems, so its arrival on the Amiga should be a boon for those promoting its use in Desktop Video.

Other features added to ADPro include a greater printing accuracy using WB printer drivers; support for DCTV and IV24 boards.

Of interest to hobbyists is the inclusion of a text overlay capability. Overlays will use CGfont technology and antialiasing effects, which should provide useful for titling applications.

BIGGER, BETTER, FASTER

Those very nice chaps at Amiga Centre Scotland are now handling the new Progressive accelerator boards, which incorporate the latest Motorola chip (the MC68040). Usually the Motorola 68000 series processors clock is slower than their Intel counterparts but an Amiga equipped with this '040 board will actually run faster than a 486 PC.

The boards are available for A2000 and A3000 users, the former coming with an option of 0,4,8,16 or 32Mb of 32-bit RAM.
Contact ACS on 031-557 4242 for more information

TEXTURED DISKS & FONTS IN SPACE

One of the drawbacks of the advanced texture features on Activa's *Real 3D* is that you have to create some realistic textures before you can use them. This can be trial and error, especially if you don't have a super-fast accelerator card.

Racing to the rescue come Alternative Image. Using high-end, expensive equipment, they are working on a wide variety of texture maps, including different woods and marbles. The ten disk set should be available in March at the less-than-frightening price of £30.

Also available will be a set of disks containing 3D fonts. The font disks will contain 'famous name' fonts turned into 3D objects by RaceTrace. Full alphanumeric character sets will be available in *Imagine*, *Sculpt* and *Real3D* formats.



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BUZZ

Computer games come and go, with 'classics' often disappearing as soon as they have appeared. But there are some games that totally defy belief, leading Steve 'Sarky' Merrett to ask...

why did they bother?

So many games disappear into obscurity. The trouble is, so many of them deserve it. As you stand in your local Smiths, clutching the thirty-quid you had to kiss your odd-smelling Auntie Olive for, choosing the next addition to your software cupboard is a difficult process. After all, unless you are a devout reader of CU or keep a general eye on the games scene, maybe you'll accidentally pass up on *Smash TV* in favour of that yellowing copy of Alternative's *The Munsters* – after all, it is one of your favourite programmes. Big Mistake.

LICENSED TO ILL?

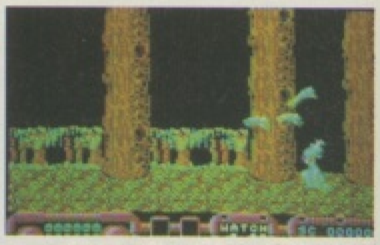
Although it's not always the case, most of the games destined for the dumper are licences. Cast your mind back a few months, and you may recall games based on The Famous Five and Moonwalker, and those of you with longer memories may even remember the likes of *Roy Of The Rovers*, *Eastenders* and, get this, *Treasure Hunt* – I mean, is your Philips' Monitor large enough to cope with a digitised pic of Anneka's bum? What were Gremlin, Macsen, and Enigma Variations on when they gave the go-ahead for these games?

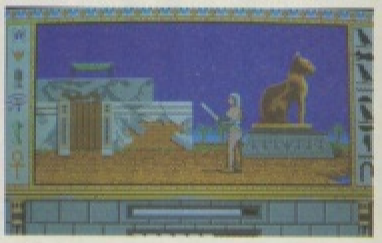
Whilst conversions do undoubtedly offer the weirdest variations on themes, a lot of companies do fairly well for producing catalogues of completely duff games in the hope that some poor, unwitting sod will stump up twenty-five pounds for them.

SOMETHING FISHY

Normally, the companies responsible for these soon follow their games into obscurity, but for every one that disappears, ads appear for a new 'blockbuster' written by an Icelandic fisherman's son who was coding in his igloo, when a wily would-be MD stumbled across him. One consignment of fresh Herrings later, and a deal is struck to publish the game... I'm probably being cynical, but it has to be said that for every mildly playable game released, there are probably three duff ones released. And there probably are a few decent igloo-based coders waiting for a chance to make a few fish for themselves, but so far these have proved to be very few and far between. Until then, as you peruse your local emporium's shelves looking at the *WWF*s and *Godfather*s that have been cunningly mixed with the likes of *Chubby Gristle*, *Moonwalker*, *STUN Runner* and *Mafdet* remember this: crap games never die. They are just rereleased on a budget label. You have been warned...







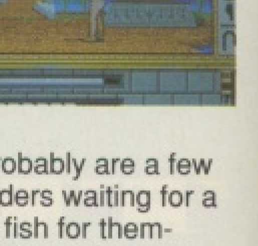
SOME TO AVOID Eye Of Horus – pedestrian Egyptian goings-on from Millennium. Change into a bird and explore identical-looking rooms for hours and hours. I never knew there was so much in it...Vixen – game of the Page 3 girl from the now-defunct Martech (no surprises why!). Whip-crack-away across more identical levels – this time in the guise of the delectable 'Stunna', Corrine Russell – although the sprite looks more like a Jack Russell. A Question Of Sport – Elite's game is even duller than the TV show. Rounds so exciting you'll burst, including 'picture board' and' guess the identity'. Pop Quiz – Elite simply changed the graphics of the above and added new questions. Rounds so exciting you'll burst, including 'picture board' and 'guess the identity' – hmmm, deja vu? The Munsters – very little to do with the series from Alternative. Run around a series of flick-screens doing very little.

C O M P E T I T I O N

REALLY WILD THINGS

Avid readers will have noticed our review of *Real Thing's Safari* in our last issue. For those not in the know, the *Real Things Safari* is the latest in a series of packages aimed at teaching the user how to animate real life animals. Each disk is packed with *DPaint* brushanims of animals in motion adding up to a stunning amount of clip-art. Now we have five sets of *Real Things Safari* (worth £29.95) to give away – but there is a catch. To prove you are worthy of this amazing prize, we invite you to send in your own stunning anim of animals in action. Fill in the coupon below and send it to: Real Thing's Competition, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date: 25th March.

If you don't like the thought of us all laughing at your efforts you could always just buy the package direct from: RGB Studios, Gables, Buxted, East Sussex.



COUPON

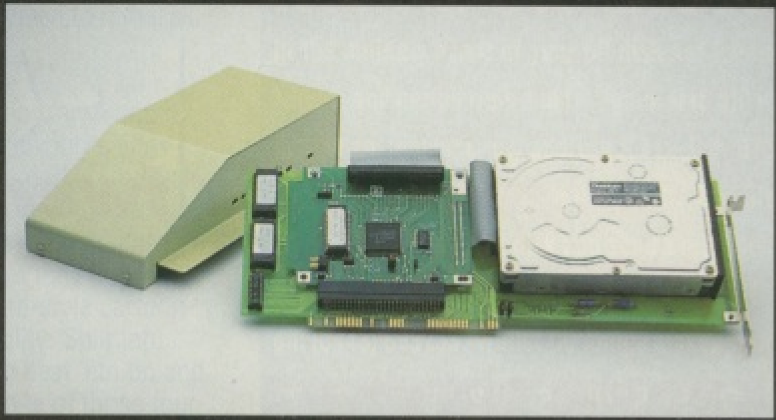
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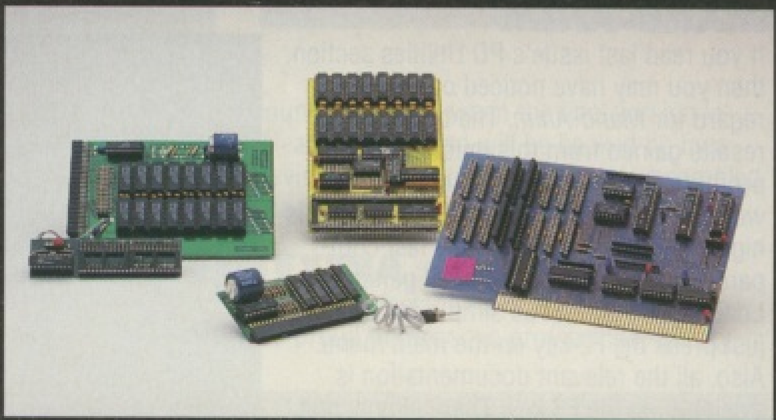


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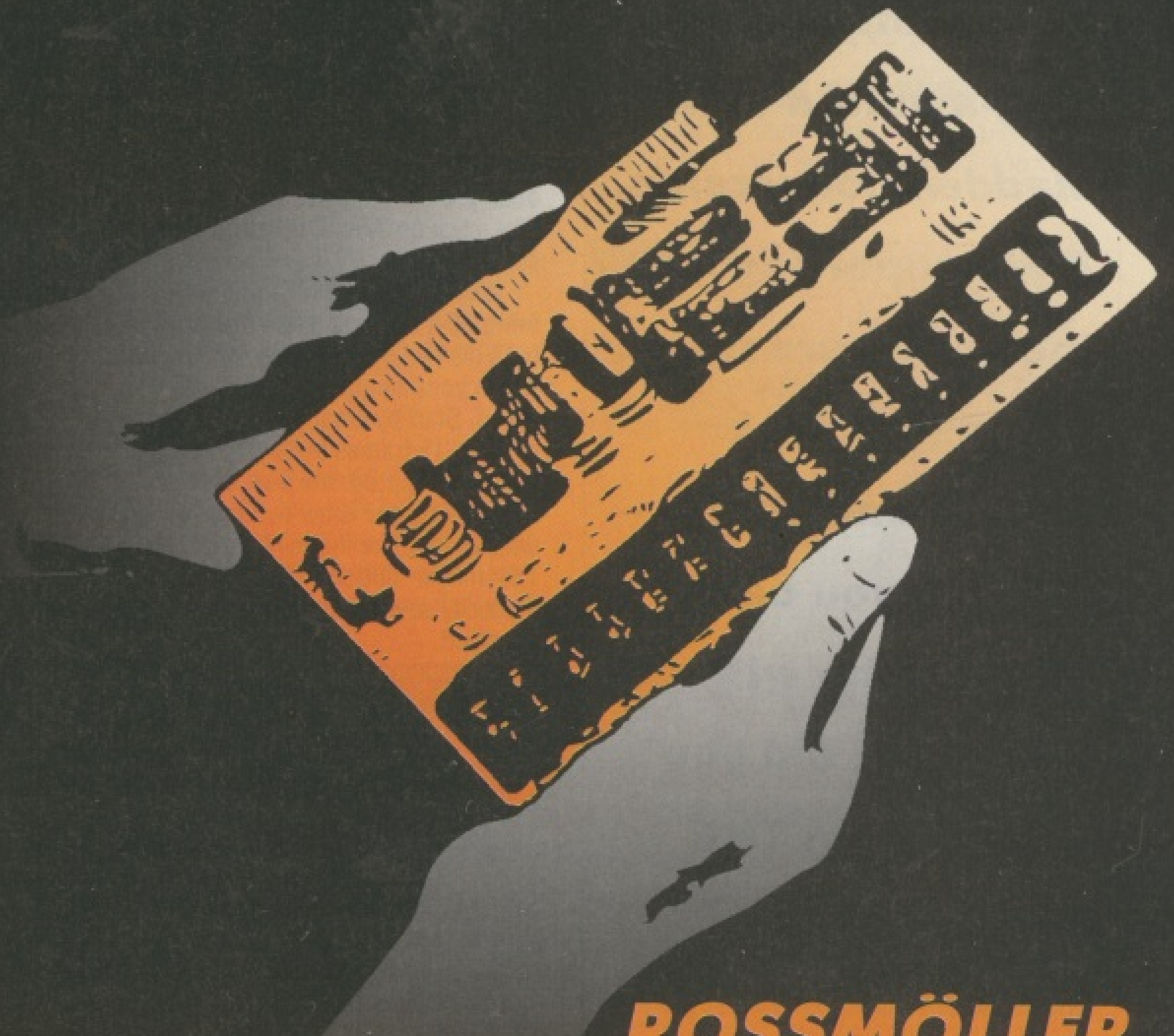
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Welcome to CU coverdisks 26 and 27, absolutely jam-packed with all kinds of hot utilities and fully-playable demos of the hottest games around.

26 27

COVERDISKS twentysix twentyseven

ON YOUR DISKS

The CU Collection goes from strength to strength, and this month features demos of two of the hottest games on their way to the Amiga: *Guy Spy* by Readysoft and EA's long-awaited *John Madden* conversion. And supporting these, we are proud to present *Disk Master* and *Textra* – utilities you can't afford to be without. Still, what did you expect from THE mag for Amiga users?

DISKS 26-27

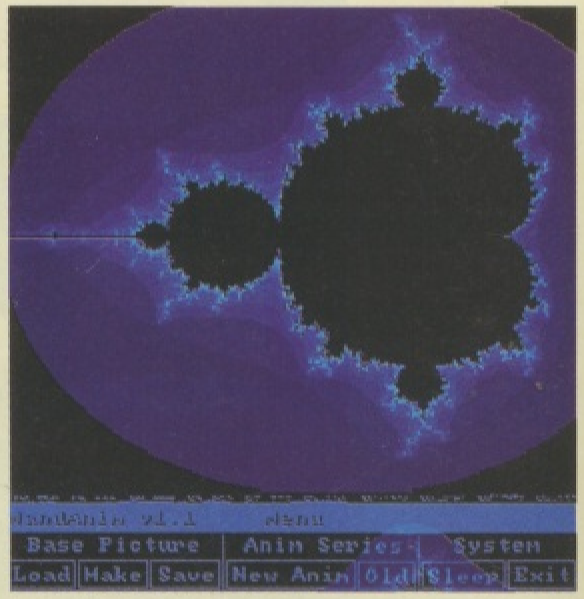
MAND-ANIM

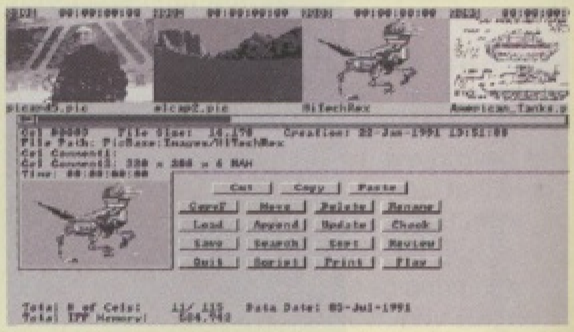
If you read last issue's PD Utilities section, then you may have noticed our high regard for *Mand-Anim*. The beautiful results gained from this unique utility prompted us to help you to enjoy the world of animated fractals. The program is highly intuitive and extremely fast compared to the majority of fractal generators. Loading it is almost as simple as using it, just press the F2 key on the main menu. Also, all the relevant documentation is available via the F3 key. Then, simply pull down the menu screen to reveal the necessary info.

When the program loads, you will be faced with a plot of the Mandelbrot set, and a menu of control buttons along the bottom third of the screen. This picture is known as MA-Base and, if you want to change the base picture, simply click the pointer on the 'Make Base Picture'. A second menu will appear, to the left of which are the current plot co-ordinates. In the centre is a button marked 'render' above which is an icon representing a mouse. Clicking on this creates a rectangle over which you control the size and position. Once in position, click the right mouse button and press the 'render' gadget on the menu. A new plot will then appear and, once you are happy with your base picture, click on 'Menu' to return to the start screen.

Next, click on 'New Anim Series' to bring up a file requester. This prompts you for a disk volume and file name under which your animation frames will be saved. Start by creating a small animation of 10 to 15 frames by keying in the number in the appropriate box. Click on the mouse icon and draw two boxes – one smaller than the first over your base picture. The 'render' button will then plot and automatically save all the frames to the disk you specified.

Animating is simplicity itself. Load up your favourite paint package and set the screen to Lo Res 16 colours. Via the file requester, click on the first of the pictures and change the number of pics to load from 1 to the number of frames you have rendered. When you are happy with it, save it out as an animation file for future use. Obviously, the more memory you have, the longer the animations will be, but a normal floppy should hold in the region of 2.5 frames.







PICBASE

Accessed using the F4 key, this is an invaluable time-saver. If you have loads of disks or a hard drive crammed full of data, and you want to find that picture of whatever you saw months ago, then this utility is for you. The program offers two main features: a picture searcher and a picture database. The picture search feature allows the user to scan through any volume for IFF ILBM files and, once found, *Picbase* will display them and ask you if you want to compile the image as an entry in a database. Once loaded, the program will display a menu using the machine's Interlace mode. There is a superb and comprehensive 'Help' facility built into the program which will guide you through all of the program's features, but

IF YOUR DISK WON'T LOAD?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR

26 27

They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on: (0443) 693233. Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

more info can be found on the menu screen. Simply pull down the main screen to reveal all.

GUY SPY

Just arrived on the first plane from Canada, we are proud to present Readysoft's *Guy Spy*. After much criticism regarding the lack of playability in past Readysoft hits, such as *Dragon's Lair* and *Space Ace*, the Canadian team have hit back with what they hope will bridge the gap between Bluth-style cartoon-quality graphics and playability. Split into fourteen stages, comprising beat 'em up and shoot-out stages, we have one of those four-





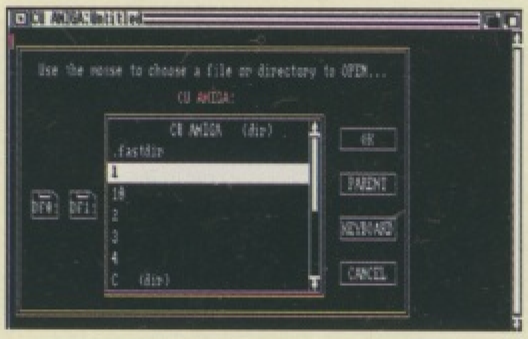
teen stages for your delectation. Set in the wintry wastes of Switzerland, our demo features a shoot-out set within a moving cable car. Guy is out to retrieve a series of crystals before the evil Von Max can insert them to power his deadly doomsday weapon. However, on route to his next destination he has been attacked and cornered by several of Von Max's henchmen. Leaping into a cable car, he attempts to escape their unwanted attentions, but they are hot on his tail in a second car. Controlling Guy, you must shoot each of the henchmen as they appear in the window, whilst avoiding their retaliatory fire.

Guy is controlled via the joystick, with the left and right controls turning and moving him in the required direction. In addition, the fire button prompts Guy to adopt a shooting stance, whilst another press releases a shot at the oncoming henchmen. However, his pursuers tend to move around, so the directional controls must be used to take aim or crouch to hit the lower area of the car. Guy himself can withstand a number of hits, and his health is displayed in icon form at the bottom of the screen. This is the least of his worries, though, as the henchmen are armed with sticks of TNT and if they are left for too long they will lob one into your car. If this happens, then all you can do is wait until your car is torn apart by the blast – effectively 'game over'.

Please note that, due to the size of the demo, our taster is unfortunately minus any sound. However, when the final version is released, the action will be backed up by a David Whittaker tune and numerous sampled effects.

TEXTRA

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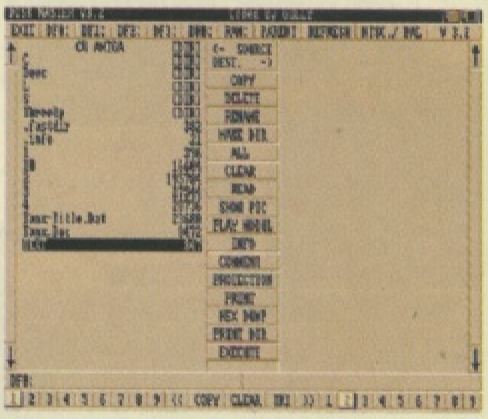


WP – *Textra*. On loading, this useful package throws up a list of what's on the CU disk, and from here you can enter the package. All the usual WP features are there, and by selecting the options along the top of the screen using the right-hand mouse button, you can Cut, Copy, and Paste, and utilise the Find and Replace functions. In addition, you can also select areas of text and change them to upper or lower case at a stroke.

Several documents can be kept on-screen at once and switched between at any time, and the package also allows you to save your text files out under other names or to other disks.

DISK MASTER

Copying individual files and displaying pics whilst sifting through loose disks can be an annoying and time-consuming process – but no longer. *Disk Master* supports two drives and provides virtually every utility a disk user



could possibly need. By selecting your required option from the long list in the centre of the screen, files can be copied, displayed, viewed or whatever – all at the click of a mousebutton. The utility can also format disks and allows the user to check for viruses and verify disks.

The version we have supplied is the most up-to-date version (3.2), and is widely regarded as one of the best disk utilities released – what's more, it's yours free!

PIC OF THE MONTH

Just as winter fades away to spring, we bring you the last white scene you're likely to see this year (Bill Giles, permitting).



LOADING YOUR DISKS

Both disks boot automatically from the internal drive. Disk 20 starts with a tune and a pic, followed by the menu screen. When it's loaded, kill the tune by pressing the right mouse button then press the function key of your choice to load a program. To load Disk 21's programs just use the function keys.



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MINDSCAPE

JOHN MADDEN

A stunning success in its Megadrive form, EA in their infinite wisdom have finally converted *John Madden* over to the Amiga, and we can exclusively show you just how good a conversion it is. Specially written for CU, our *Madden* demo contains a special one-off fully-playable 'sudden death' game between the Madden All-Stars and Minnesota. The game lasts four minutes, after which the demo will automatically restart, or until the first touch-down.

After the computer has decided who is to start, play will begin and you are given full joystick control over your team of All-Stars. Once in control, you will either play a defensive role or be on the attack, and the usual directional controls will guide your given player's actions across the pitch, with the firebutton sending them into a dive or punting the ball upfield. In addition, when you are in possession of the ball and are about to be tackled, pushing up on the joystick effects a dive past the next line, whilst pulling down sees your player attempting to shrug off any challenges. All the real sport's rules apply, but when your progress upfield is halted, then it's time for a strategic rethink.

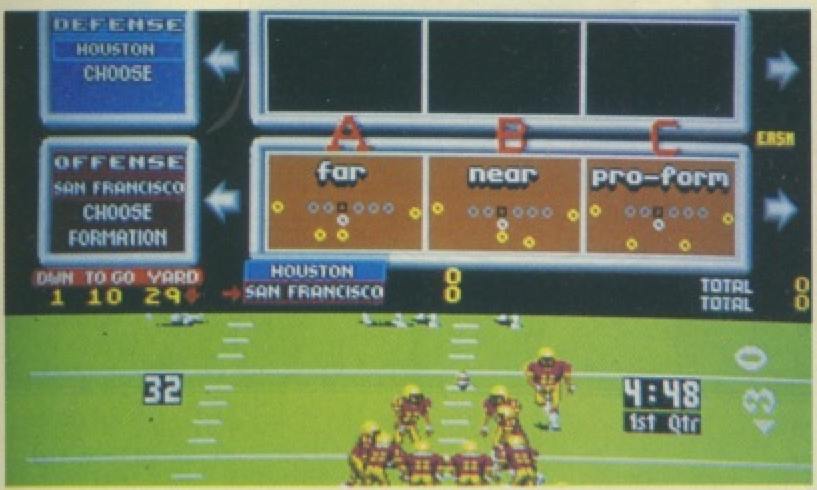


A trio of boxes appear, allowing you to choose your style of move. Before play resumes, a series of these must be selected. For example, if you want to select the left hand box, press fire and move the joystick to the left. Then release the fire button and move the joystick back to the centre. If it's the centre play you're after, move the joystick upwards and, if you want to pick the right hand play, move the joystick to the right. Once you've made your decisions, play will resume. So strap on your padding and get ready to play the best American Football game to have ever graced the Amiga.

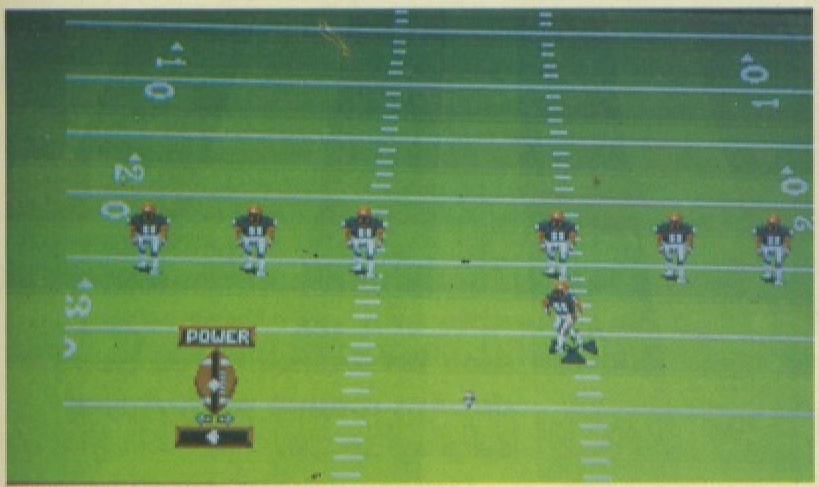
TANK

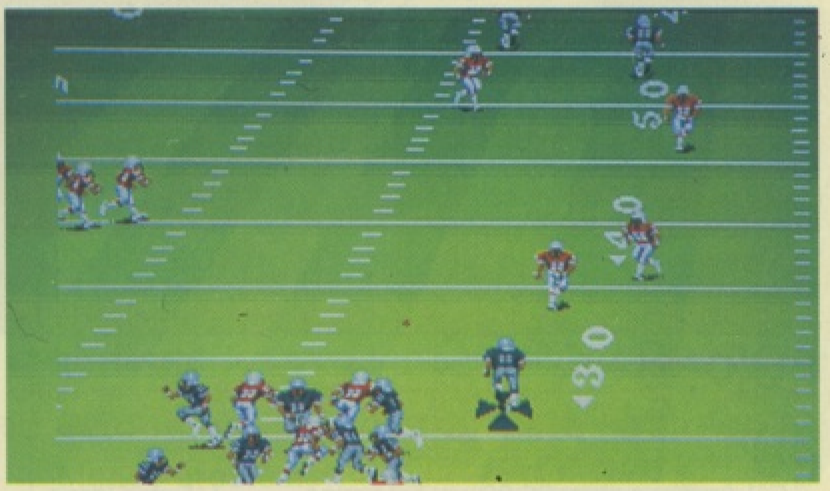
Forget all your coin-op licences and film tie-ins, this is the game that has kept CU and ACE huddled around the office Amigas. As with all the best ideas, *Tank* is extremely simple and easy to pick up, yet the challenge will last you for ages. A two-player game, *Tank* sets the contestants the basic task of blowing the opposition out of the game. To do this, each player takes a turn in gauging the distance and terrain between them and setting the angle of their shot's trajectory and the power behind it. However, with the addition of changeable weather conditions, and randomly-generated terrain, this is harder than it sounds.

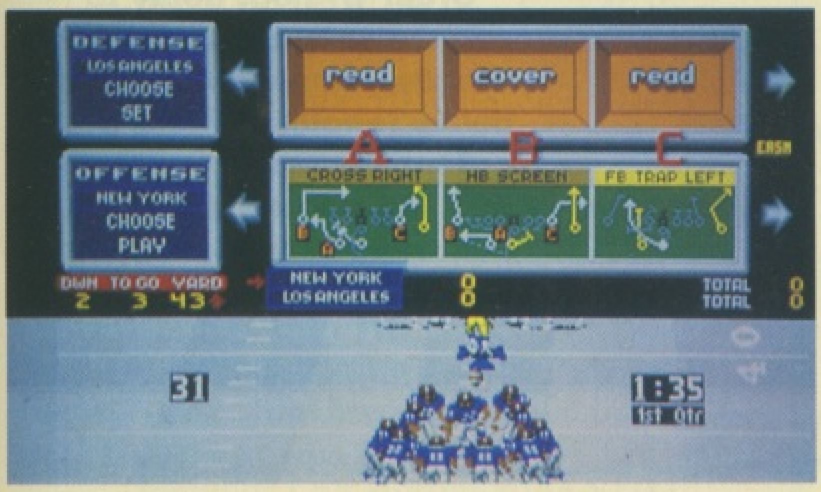
Tank is controlled using the mouse, with the left and right buttons used to increase or decrease the power and angle of the shots. Once this is achieved, then pressing the central 'fire' icon sends the shot towards the enemy. Players take turns, adding or subtracting from their initial estimate, until their opponent is finally hit. It might not sound fun, but you'll soon become addicted.

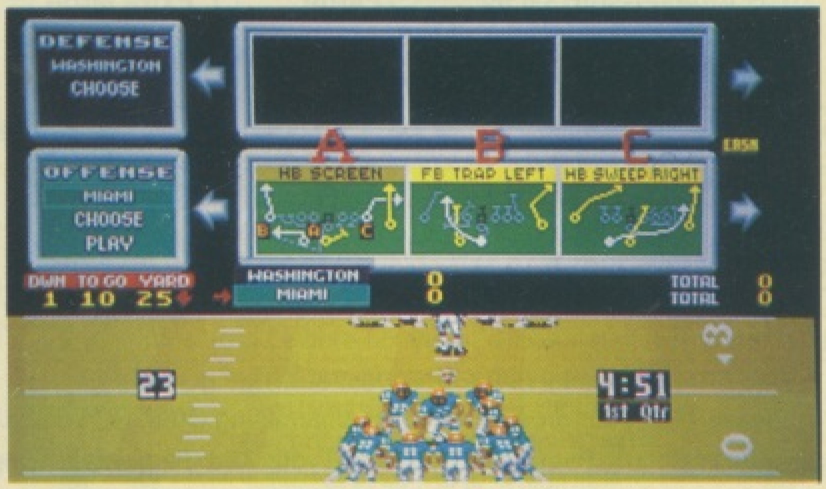










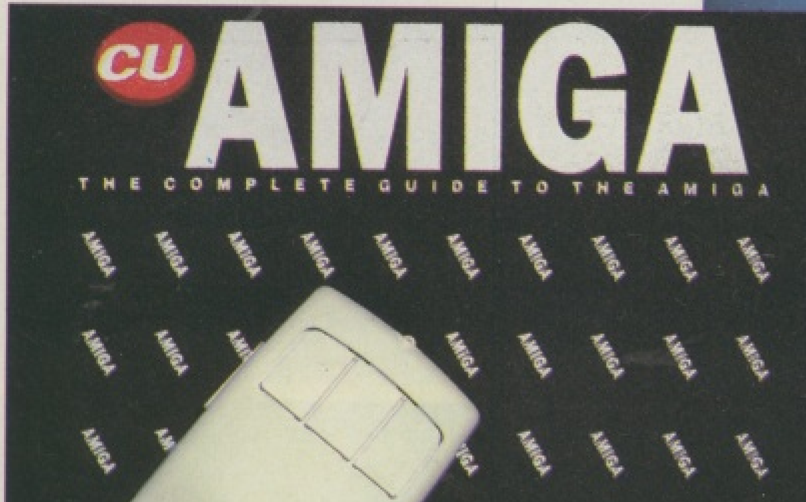


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Amiga Software --- Games marked (NOP) will not work on the AMIGA A500 PLUS.

Latest Amigas now selling have been updated with Kickstart 2. They have 1 meg RAM built in. Games which are not compatible are marked (NOP).

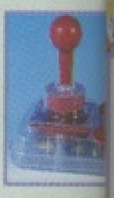
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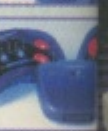
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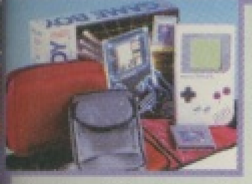
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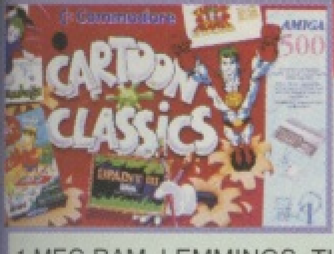


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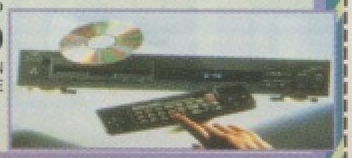


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A software package, a video camera and an Amiga – and all of a sudden you're up there polishing an Oscar. With the right kit, a little patience, and the right advice, you, too can bridge the gap between film and computing. Take 'em away, Oliver Stone

camera, action

1 FRAME THAT GAME

Today, in almost every game released, you'll see the results of combining a skilled graphic artist, video camera and a digitiser...

Feeding video footage into computer software has become very fashionable in recent times. The reasons are obvious. For a start, it's incredibly easy to do: single frames or whole chunks of movie action can be grabbed and put inside a game. What's more, crafty designers use digitised images as reference materials, creating ever-more realistic images than before. All this can be achieved in a fraction of the time it would take using traditional methods.

Some firms are taking the idea one step further. For the adventure game, *Heart of China*, Dynamix employed the talents of over eighty actors, make-up artists, professional photographers and costumers rented from movie studios. Once you've thrown in a script writer, soundtrack composer and producer, the term 'New Hollywood' sounds plausible after all.

While the theories of importing video into software are pretty well consistent, the actual techniques can differ. Some developers simply transfer scenes from a film and use them as title screens or animated introduction sequences. Ocean's *Terminator 2* is a good example. The disadvantage is that digitised graphics have a unique 'blocky' look to them, which is why the people at Lucasfilm Games used a paint program to retouch the characters in their forthcoming graphic adventure, *Secret of Monkey Island 2*.

Once the action was 'in the can', artists at Lucasfilm selected the best frames and transferred them to the computer. Every single pixel could be changed by the commercial and proprietary paint and animation software at their disposal . Size, colour, clothes and facial expressions were tweaked to perfection. By the time they'd finished, you hardly notice the images were anything other than 100% computer generated. However, take a closer look as the characters move with fluid, natural motion.

Manufacturers of arcade machines are using video, too. Williams, the coin-op company with a string of early 1980s hits, such as *Defender* and *Robotron 2084*, have bounced back into town with the first arcade game to fully utilise digitised graphics. *Terminator 2* incorporates film footage, authentic location backdrops, digitised images of the cast and sampled speech from Arnie himself. 'We're the pioneers of live action digitised graphics,' remarks programmer George Petro, 'This exciting new technology combined with a lot of kick ass software is the main thing that keeps you coming back for more. We're getting it closer to real life, it's just like playing the movie now.'

State-of-the-art never comes cheap. *T2 - the coin-op* cost over three million dollars to make. It's a good job James Cameron, the director of Terminator 2 and Aliens, is a fan of video games. He gave Williams everything they needed. Hopefully, this will pave the way for co-productions between the movie and games industries in the future.





In the arcade version of Terminator 2, the designers at Williams had unlimited access to a wealth of material, which was then converted for the hardware first seen and heard in the award-winning Narc. The game contains over 100,000 frames of digitised animation. Listen out for Arnold Schwarzenegger saying 'I am the future'. This is one of the phrases cut from the final film.

When writing Prince of Persia for Broderbund, Jordan Mechner filmed his younger brother running and jumping around his New York apartment. He then paused individual frames on his VCR, photographed them and outlined a silhouette with a black marker pen. These photos were then scanned into his computer to form the basis for the swashbucking hero in this visually-stunning game.





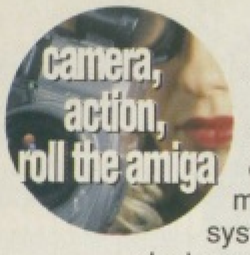
Tengen's Pit-Fighter , the arcade beat'em-up converted by Domark, is perhaps the most blatant implementation of digitised graphics so far. Movements of actors were filmed, graphically digitised and transformed into a series of impressive sprite animations. Every character in the game has about 100 frames of animation.

2 MINDWARE

Now you, too, can produce video-based computer games, just like those from the software giants...

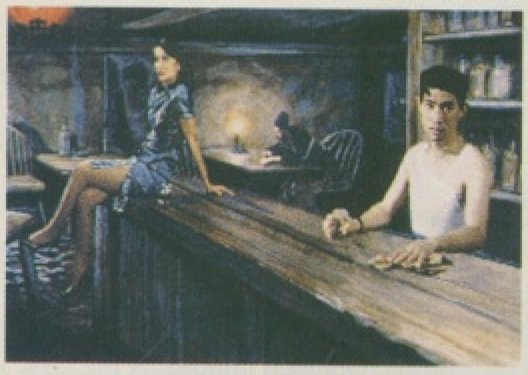
While AMOS is probably the most widespread utility for creating your own programs, not everybody is willing or able to handle the complexities of programming an Amiga. Enter the unimaginatively titled Desktop Video (DTV) from On-Line Entertainment. This particular piece of authoring software has undergone more name changes than we dare mention. However, the small North London firm is using it to publish a steady stream of diverse CDTV software like *Psycho Killer, The Hound of the Baskervilles* and *Women*

n, roll the amiga



in Motion.

On-Line Entertainment describes DTV as a multimedia publishing system which allows designers and artists to build CD based products. If company boss Clement Chambers is to be believed,





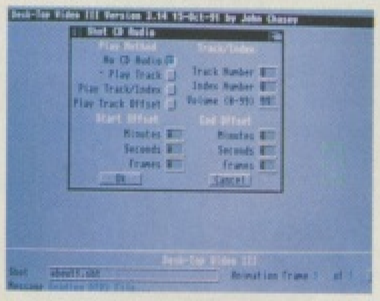
programmers are now obsolete. A nice thought for some perhaps, but still a little premature at this stage. Don't expect to have the next *Populous* or *Speedball* in your hands within a week, but anybody with a hint of creative ability can produce a professional product provided the right raw ingredients are available.

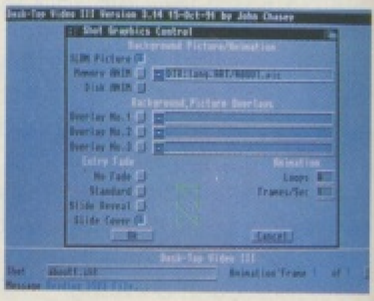
To do a really good job you'll need a wealth of pictures, animations, sounds and music to keep the punter interested — and the quality of this visual and audio material can make or break a project. Of course, such elements never come cheap and at £5000, we're afraid to say, neither does On-Line Entertainment's DIY multimedia studio. On a more positive note, it's extremely easy to use.

'DTV should be seen as a black box in the design process,' reveals Chambers, 'It is a tool like a camera or recording studio'.

One thing is for sure, On-Line Entertainment is fully committed to the concept of DTV and constantly increases the tricks it can perform. Future enhancements will include support for 24-bit colour and CDXL, Commodore's partial screen motion video software technology capable of generating 1/3-screen images at around 12 frames per second. This should allow far better utilisation of digitised video footage within a typical CDTV release. There's even talk of a special cut-down adaption of DTV for producing ordinary Amiga applications on floppy disk. If strong public demand for such a program becomes clear, it's merely a matter of time. What about another name change, too?

ROLL UP, ROLL UP If the prospect of Desktop Video sounds promising to you, On-Line Entertainment can be contacted on (081 558 6114). The company is always eager to hear from people who think they've got a few original ideas for products. Never know, you could get a discount!



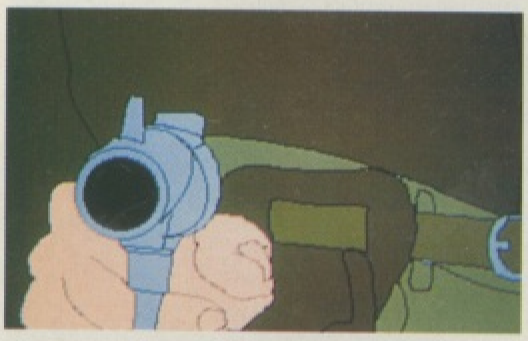


At the very core of On-Line Entertainment's Desktop Video we have 'shots'. These are the fundamental combinations of images, sound and type of interaction that the user will be given at a distinct time within the product. The designer can incorporate stills, stencils, animations, audio visual streams, text, music, sound samples and CD audio in any order required.





PSYCHO KILLER 2 A sequel to the Psycho Killer CDTV interactive thriller is currently being 'filmed' during the dark winter nights on location in Southampton. Another unusual game from Fergus McNeil of The Boggit fame, Psycho Killer 2 will sport gorgeous 24-bit graphics and CDXL compatibility (see main text).





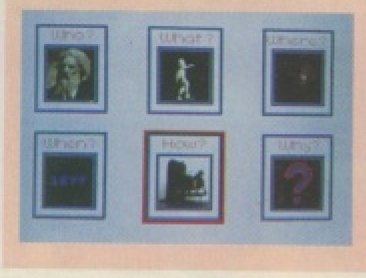




TOWN WITH NO NAME Obviously inspired by the hit laserdisc shoot-out Mad Dog McGee, this spoof Spaghetti Western graphic adventure is now available on CDTV. Town with No Name is another On-Line Entertainment title put together with Desktop Video. The next one will be a Travel Guide due for publication in late spring.







ANIMALS IN MOTION

Pioneering Victorian photographer Eadweard Muybridge sure took a pile of snapshots. Animals in Motion, the second compilation of his epic photo work re-released for the enjoyment of CDTV owners, is packed with moving images of tigers, monkeys, camels, raccoons and more. With this product, you can examine individual frames of animals or export them into a paint package like DeluxePaint IV. Will On-Line Entertainment ever publish Men in Motion?

Free Mandala!

Win a fantastic video program – it lets you play footall even in the smallest of rooms...



It's absolutely true. With a video camera and the Mandala system anything is possible — Whether you fancy yourself as a goalkeeper for Spurs, or want to become the first astronaut on Mars. All this could be yours today. Just tell us your ultimate dream and we'll supply the software tools needed to produce the adventure of a lifetime.



Simply write your digital desire down on the back of a postcard and send it to: WIN A MANDALA COMPETITION, CU AMIGA, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

The person with the most imaginative idea will win the latest version of The Vivid Group's Mandala Authoring System*. This sophisticated piece of software (worth over £300) allows you to have control over the objects and environments you create or explore. Entries for the competition must be received by Friday February 28, 1992. No employees of EMAP Images or The Vivid Group are eligible for entry. The decision of the Editor will be final and no correspondence will be entered into. What are you waiting for?

***Compatible with all models of Amiga, requires the A-squared LIVE digitising board for video input from any standard video camera.**

And in the meantime, here are less than ten facts you don't know about the Mandala

Mandala is available in a variety of packages. You can assemble a basic system comprising of an Amiga A500, an A-squared board and standard video camera for under £1500. The Vivid Group also supplies complete Mandala systems with everything you need to get started. For further information call (0101 416 340 9290). Alternatively, send an SAE to: The Vivid Group, 317 Adelaide St. West, Suite 302, Toronto, Ontario, Canada M5V 1P9.

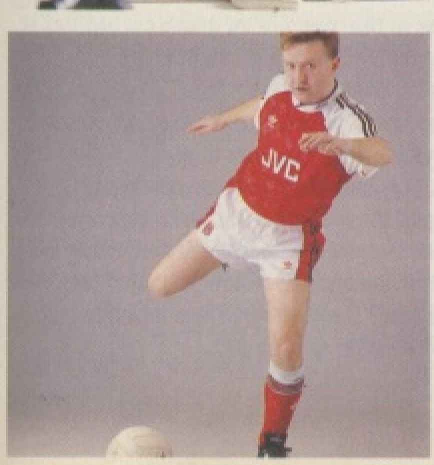
Since 1982, Vincent John Vincent and Francis McDougall of The Vivid Group have been using computers and video cameras to capture a person and transport them into graphics that can be seen on a big screen television. This unique technology, known Mandala, allows you to enter and control events without physically touching anything. Any video camera and Amiga can be used.

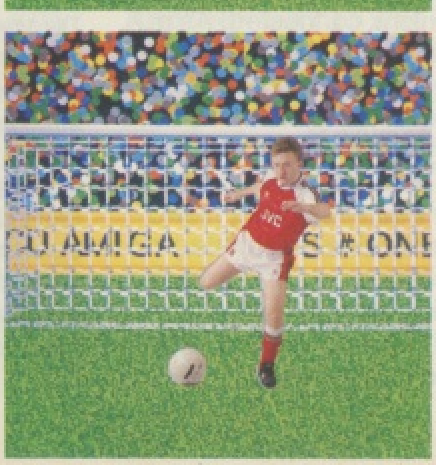
Couch potatoes die! Mandala games, regardless of their theme, promote health and physical fitness. Sports organisations, including NHL Hockey, have already begun to tap this potential.

The ideas for interactive Mandala exhibits and attractions are being applied to museums, science centres and galleries across the globe. The Vivid Group has exhibits in such places as the Tech2000 Gallery of the Future in Washington D.C., Italy's History of the Machine Museum in Torino and the forthcoming Canada Pavilion at the 1992 World Fair in Seville, Spain.









Much attention has been given to The Vivid Group's interactive 'make-your-own-rock-videos' recently seen on BBC1's long-running show, Tomorrow's World. Karaoke lovers step into a rock video of their choice and instantly become the lead singer. You're also able to play animated musical instruments such as drums and tambourines. As a bonus, you could walk away with a video tape of yourself in action!

Mandala premiered six years ago at New York's Tunnel Club in front of 4,000 awestruck punters. Since then, it has been appearing on stages throughout the world from Tokyo and Paris to Amsterdam and San Francisco. Mandala can be used by anyone in live performance such as musicians, dancers, ice skaters, acrobats, actors, mimers, jugglers, comedians and artists.

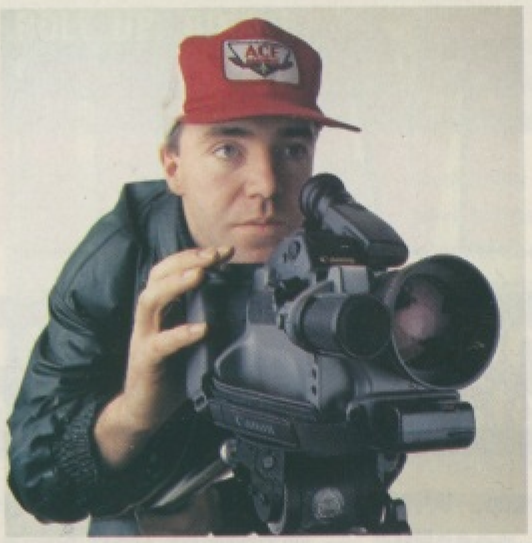
The Vivid Group is now developing an add-on device for the Mandala system that will enable users to control their own living rooms, including lights, telephones, TV, hi-fi, VCR, modem and toaster — even functions such as wordprocessing and speech synthesis are catered for. Eventually, The Vivid Group wishes to project images as holograms instead of using video monitors.



3 BE YOUR OWN BROADCASTER

You're going to need a genlock for Desktop Video work. . .and there is only one place to find out everything you need to know about them — here!

People who have come into contact with computers soon learn that there is more than one type of reality. There is reality prime, the primarily analogue world which we inhabit, and then there is the digital world of the microprocessor, where everything seems possible as long as it has logially-defined bit structures. The humble genlock, a sub £100 piece of plastic, is notable in that it can bring these two realities together in the mass media of the age - video.





picture above courtesy of Alternative Image



YES, BUT WHAT IS IT?

A genlock is a small, lightweight video mixer. The function of the device is to mix the digital graphic images output from your Amiga with any other external composite video source: a camcorder, still-video camera or even the composite output of another computer.

The genlock takes the colour zero from the Amiga (the first defined colour, usually black) to be transparent. Everywhere that colour appears on the Amiga display, a window is cut to the picture from the other source underneath. Even the most primitive examples have three modes of operation: Picture, Graphics and mixed. As you can imagine, these allow the user to select either source exclusively or a mixture of both. At last there need be no more arguments about whether to watch TV or use your Amiga - now you can do both on one screen, providing your parents don't mind as you gradually colour in Anne Robinson!.

HOW DOES IT WORK?

In simple terms, what the genlock does is this. Each frame of action you see on the screen does not actually arrive as one complete picture at a time, but as a stream of data. Sitting on the RGB output of your Amiga, the genlock connects to all the digital colour data for the computer's display. At the same time it receives the analogue data from the other video source.

As each pixel of the computer's display goes past, the genlock checks to see if it is colour zero. If it is then the external source is switched through direct to the output. If it isn't, then the RGB data from the Amiga is turned into a composite image and fed to the output.

Basically the genlock is just a very high speed switch with a bit of logic circuitry and a modulator thrown in. The cunning bit is that the frames from both sources obviously have to start simultaneously if they are going to be switched properly by the genlock. The chances of this happening by pure accident are about the same as the chances of walking unscathed through the Dartford tunnel blindfold during rush-hour. The genlock doesn't have much chance of controlling the external video source, but it can alter the timing of the Amiga's display. It does this quite simply by slowing the Amiga's clock down until both frames start together. This is one of the reasons that genlocks on Amigas are much cheaper than a genlocking board on most other desktop PCs - the Amiga can be clocked slower fairly easily.

This synch matching is a continuous process because the frames can easily get out of synch again. You may notice the Amiga slowing occasionally when you have the genlock connected. As a rule, never format a disk when you are genlocking.

OK THEN, WHAT CAN I DO WITH IT?

In the same way that everyone's first C program is a little routine that prints 'hello world', most people's first experience of genlocking is adding a set of horns to Jeremy Paxman on Newsnight. But there is more to it than that.



GENLOCKS TO BUY...

ALTER IMAGE GENLOCK
- HB Marketing. £100

Considering its tiny size, this unit is surprisingly good. Although its can't support S-VHS or Hi8, the unit simply plugs into the back of the Amiga and is ready to go. Although it can only fade in graphics or switch captions, the £100 tag makes it an ideal entry to the world of genlock and, as such, is probably worth a risk. Further software is available for the unit, too.

73%

ROCGEN RG300C
- Evesham Micros/Silica. £119

Plugging straight into the Amiga's video port and the video In and Out sockets, this beige-coloured device can provide fades, overlays, and can provide displays dissolves courtesy of a dial at the front of the machine. Another main advantage is that it synchronises itself when it is working with the video signal. Basically, the RG300C is a Jack Of All Trades which provides everything you'll need to get into superimposing. Extremely good value and a powerful genlock - recommended.

90%

RENDALE 8802
- HB Marketing. £199

Compatible with virtually every Amiga on the market, the 8802 is a sturdy-looking machine, giving it a solid and reliable look. However,



The power of the 'new era' of graphical utilities is shown here in this image created, using SoftImage's Magic Touch system. This 3D paintbox offers an almost unlimited number of colours and utilities which allow the user to create film-quality pictures. This breakfast example shows off the flexibility of the system, with the kettle reflecting a distorted image of the cereal packet, along with the subdued hues of the buildings behind the 'camera'. The cost? A whopping fifteen grand to you, John. You'd better get saving...

although this goes very much in its favour, the machine is controlled via its software and this is extremely frustrating. Whilst this can be overcome, it is a rather tedious process that should have been avoided. Very few options seem available to the user, which seems odd, and to perform the unit's many functions is a daunting business. Hardly the most user-friendly device released, and certainly not for the novice user.

56%

GST GOLD SP
- Genlock Ltd. £549

At the price, this is out of the reaches of the casual user but, needless to say, is a very professional piece of kit. One of the nicest touches is the joystick control it offers, where fades and the like can be positioned before use. In addition, the SP also users the best quality BNC connectors, rather than the customary input and outputs. The unit is probably of more use as a digitising unit than as a live video machine, but is capable of some very impressive mixing effects. If you're loaded, try it out.

81%

GST GOLD PRO YC
- Genlock Ltd. £649

Similar to the SP unit, the YC is aimed more at the live video user than its predominantly-digitising cousin. It features all the usual fader controls (accessed via a dial system), but the joystick system of the SP has sadly gone. Also, if you want to use the fader, unfortunately you will have to fork out a further £160 for the necessary splitting cables.

70%

Contacts

Evesham - 0386 765180
G2 Systems - 0252 737151
Genlock Ltd - 0257 472887
HB Marketing - 0753 686000
Silica - 081 308 0888

CHROMAKEYING Very similar to genlocking whilst being quite the opposite thing entirely. This technique allows traditional video to be overlayed on top of a computer-generated background. Without it, weathermen the world over would be heard and not seen. Because the video source doesn't exactly have an easily recognised colour zero, one colour component of the video image is used as the transparent window.

Using a genlock and a Chromakey system (and two Amigas) you could make the external video source appear to be in between two layers of graphics. There are some chromakeying devices available for the Amiga in the USA, but so far they haven't made it to this country.

Because chromakeying means that the video source must lack one component colour (usually blue) it isn't that popular with newsreaders, especially when the blue bits of their ties suddenly turn into famine picture from Somalia. For this reason, many news shows fake the effect and genlock graphics onto a plain background. As long as the newsreader doesn't leap out of his seat and try to run in front of the image it is very difficult to tell.

Have you ever seen the ITV Chartshow? All those funny bits that explain how Danni Minogue is afraid of spiders and how, in fact, Erasure are really quite talented and not just a bunch of talentless jerks? That's done with a genlock. A lot of the videos themselves have some degree of genlocking going on, though this is often performed with more expensive equipment.

Subtitling and closing credits are done almost exclusively with genlocks these days, because it's quick and easy. It's just as easy for you.

Multimedia is another growth area for genlocking. Because the external source will be under software control, intelligent genlocking for touch-screens or multi-lingual subtitling is possible.

By the application of some simple cunning you can come up with some fairly astounding effects. A technique used in a lot of films before the advent of sophisticated computer hardware was glass-plating. In the sci-fi classic, 2001, there is a scene showing the ship against a backdrop of stars and through a large window you can see one of the crew working. The ship and the stars were simply painted on a sheet of glass with a hole for the 'live' footage of the crewman. The genlock can now take the place of the glass.

Remember that you don't need any software at all to run the genlock – it takes colour zero from any application that happens to be running – even Workbench. Best results are obtained with an art package like *Dpaint* which can use the maximum overscan area of the screen, or a specialist titling or presentation package. Really, the whole area of genlocking is a new medium for expressing yourself. The best way to use a genlock is to imagine the effect you want and then work out how to get there. Take a look at some of the examples here and just imagine what is possible if, unlike our own director, you have some sort of talent.

Some genlocks have faders built into them but you could use some display software to gradually dissolve in your image. What about wipes? And zooms? And... Oh dear, we're going to have to lie down...

4 DIGITISE, ANIMATE AND CELEBRATE

Another way to use video is to grab impressive stills and animations to use on your Amiga. Mat Broomfield dons his Roman Polanski director's hat to find out more...

Most people are aware of the Amiga's impressive specifications in the field of graphics output. Doubly so since the much-publicised release of *DPaint IV*. And you would have had to have been in isolation not to have noticed ➢





ANIMATION There is no reason why you can't run an animated sequence on top of a videoed backdrop. This is a technique often employed in Canadian cartoons to great effect, though they use a different process. Ever wanted to see Robocop stalking downtown Bramley-on-sea? Or perhaps *Monty Python*'s Gumby visiting Farringdon?

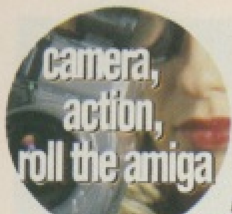


CAN I OR CAN'T I? You CAN draw a silly moustache on granny in your home videos, but you CAN'T put her against a backdrop of Beruit.

You CAN bluff your mates into thinking you have got picture in window video but you CAN'T if you start moving the window about.

You CAN add your own subtitles to improve the plot of Eastenders but you CAN'T improve the acting.

BLUFFERS GUIDE Chromakeying - the opposite of genlocking. Video is overlaid onto computer graphics.
Chrominance - the colour part of a video signal
Composite - a standard video signal format. All the information for colour, brightness and synch are converted into a single analogue wave.
RGB - Red Green Blue. A standard digital way of encoding video signals. It gives a much sharper and more accurate display than composite video
SVHS - a new standard for video recording, where Chrominance and Luminance are seperated for a clearer final image
Luminance - the brightness part of a video signal
Video - that thing under the telly.



the massive increase in interest in 24-bit graphics systems over the last year, such as *Colorburst*, *Harlequin*, *DCTV* and the many others. However, although 24-bit graphics systems are superb in their own right, they require a massive investment in additional equipment and software, and for the average user they're not practical.

LEFT OUT IN THE COLD

Less popularised of late, have been digitising systems such as *Vidi-Amiga*, *Video Digitiser*, and the likes of *Digiview Gold*, which are relatively cheap at £100-200 each. These allow the user to convert the output from camcorders, video players or security cameras into Amiga screens. These can then be used within your own slideshows or animations.

Basically, there are two types of digitiser: those which work in colour and those which don't. *Video Digitiser* and *Vidi Amiga* both produce monochrome images made up of sixteen shades of grey rather like those on a black and white television. These images are useful because of the increased contrast and detail visible in monochrome. The pictures can be used as they are, or colourised using either a standard art package, or an image processing system such as *Pixmate*.

OPTIONAL EXTRAS

As for colour digitising, optional extras available for *Vidi-Amiga* and *Video Digitiser* allow you to grab in full colour. Called RGB splitters, the hardware separates incoming video signals into their red, green and blue components before combining them to produce a full-colour image. It's then a simple task to digitise a colour image with *Vidi-Amiga*, and will only take a few minutes to set up. First, *Vidi-Amiga*



Big John Wayne boldly goes where no cowpoke has gone before. Take a grizzled old actor (preferably dead), cut him out of his background – and then add the figure to something altogether more interesting. Hey presto! Wrong character, wrong film, and a whole new digitised screen.



SCOPES UP **A very time-saving use of digitised sequences is called Rotoscoping, whereby sequential frames are digitised, then adapted for use in games and demos. To summarise, the process involves a number of straightforward stages:**

1. Digitise the frames to be used.

2. Using the digitised image as a template, draw outlines around any characters etc, that you want to use.

3. Erase everything else, perhaps using the Stencil option of your favourite art package.

4. Recolour the areas within your outlines.

Using this technique, far greater realism can be given to animations because they use genuine characters as the basis for their movements.

must be plugged into the parallel port of the computer; then *Vidi-RGB* (the colour splitter unit) must be connected to it. The video source is then connected to Vidi-RGB via a phono cable.

If you're trying to digitise from a video recorder which has a SCART output but doesn't support phono, you'll have to acquire a suitable adaptor, or make one up yourself. Once the hardware is connected, load the the *Vidi-Chrome* software (which takes care of the colour separations) and you're ready to begin.

When you've found a video image that you want to digitise, you'll need to keep it perfectly still whilst the software does its work. On a video recorder this means that you'll either need a digital freeze frame, or an extremely good mechanical system. From the software's menu, select 'Grab Ham' and a grey-scale image wil be displayed on-screen. This allows you to visually adjust the brightness levels of the incoming picture. Once satisfied with this, another click of the mouse-button will convert the grey image into a HAM one which you can save for later use. Normally, the first picture you digitise will be displayed using the wrong colours, with the picture dominated by shades of one primary colour. Careful adjustment of the saturation and colour balance options will take care of this, although you'll probably have to make slight adjustments for every picture you digitise.

TAKE ONE. . .

So, you've got your colour screens, but what can you do with them? The most obvious thing is that you can use them to make up a slideshow, perhaps forming a gallery based on a particular topic - A Neighbours tribute (heaven forbid!) or a Roger Dean round-up. Using a program such as *The Director* you can include music or special effects and turn your slideshow into a presentation, perhaps for educational use.



The film industry has long used a version of rotoscoping in the creation of their films. The difference being that the 'real' sequences are used as the basis for drawings as opposed to computer animation. This has been put to good effect in a number of memorable films, including Lord of the Rings. In the latter, the technique was used exactly as described on the opposite page, but Lord of the Rings used a slight variation on the principle by mixing rotoscoped characters and real backgrounds.

5 CAM ON DOWN...

It's all very well for Jeremy Beadle-types to say, 'buy a Camcorder, film yourself being an arse and send it into us to make me a celebrity', but first you have to choose one of the many that are available. Chris Jenkins shows you the way...

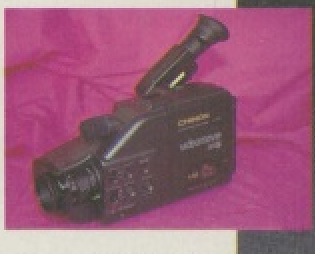
If you're choosing a video system for use with your Amiga, the cheapest option would be a second-hand mono or colour video camera, which would cost from £50-350 or so. Make sure, though, that anything you buy is compatible with modern equipment, mainly because some old video cameras have non-standard connectors.

The more convenient modern alternative to the separate video camera and recorder system is the Camcorder, which, as its name implies, combines both functions in one portable, battery-powered unit. Camcorders come in three main flavours, depending on the tape format used. VHS is the standard used by most home video machines: you can take a tape recorded on a VHS Camcorder and put it straight into your VCR; but the disadvantage is that VHS units are large and heavy.

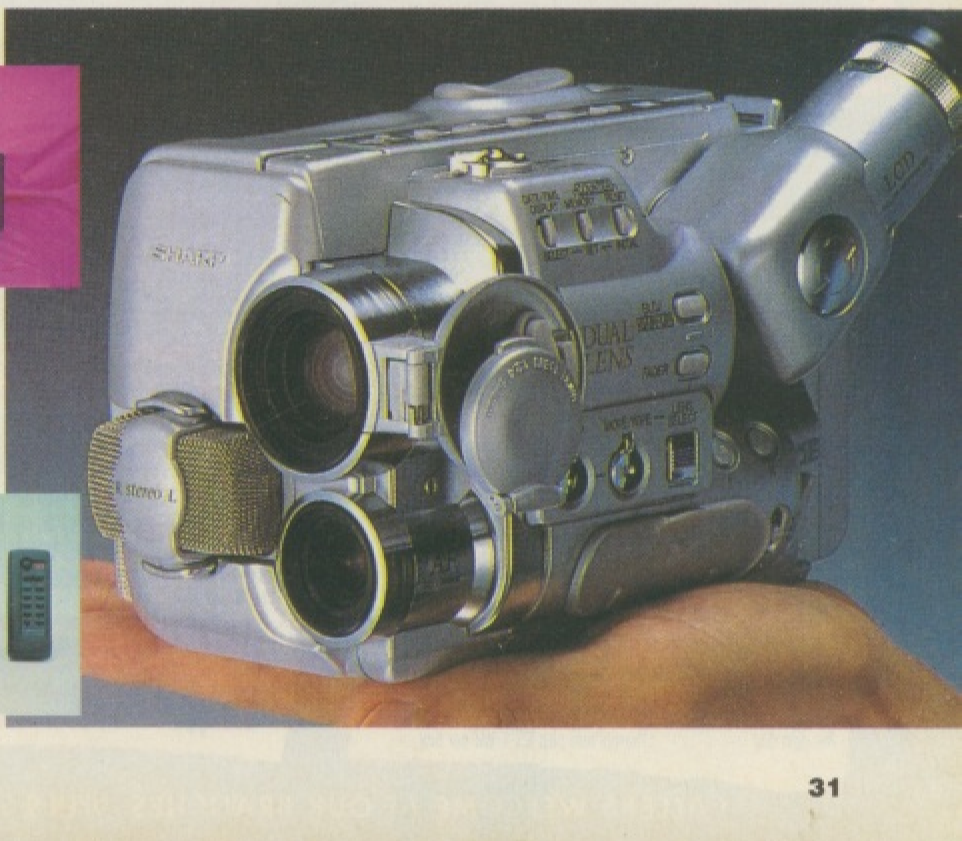
VHS-C is the compact alternative. Its tapes are roughly a quarter of the size of a normal VHS tape, and VHS-C cassettes can be inserted into an adaptor which allows them to be played on standard VHS machines. This is extremely convenient, but the drawback of this format is that tape lengths are short, normally 30 or 45 minutes. Increasingly popular, is the newer Video 8 standard. These 8mm tapes, specially designed for Camcorders, run for up to 90 minutes. However, you can't play them in your video machine - you have to play the tape in the Camcorder and connect it to the VCR or TV. Yes, there are Video 8 VCRs around, but they're rare and expensive.

Each format has its respective 'high band' equivalent: S-VHS, S-VHS-C and Hi8, and these formats offer considerably better pictures and sound, but cost more and require better quality VCRs and TV to get the best from them. If you're shopping for a Camcorder, go to a specialist store to get good advice - and then try the discount warehouses for bargains.

Good current buys are the VHS-C Chinon 1500, which is exclusive to Dixon's and, at £499, is the cheapest machine around. Also, the Video 8 Canon E60, at £600, boasts infrared remote control and a clip-on video light. Probably the most desirable, though, is the Sony TR705 'Palmcorder', a tiny Hi8 model with a multitude of features packed into a tiny package. Start saving up now, though, as it comes in at a cool £1000!







The Chinon 1500, the Canon E60 and the forthcoming VL-MX7 from Sharp.

PARASOL STARS

The most famous sprites in Taitoland, Bub and Bob, the diminutive heroes of Rainbow Islands and Bubble Bobble are returning for a third bite at the Amiga cherry. Steve 'Taito-lly Great' Merrett went over the rainbow with them...

STORY TELLING 'Bub and Bob, after rescuing the villagers of the Rainbow Islands and Rainbow World, have been given magic parasols by the grateful villagers. Unfortunately, an evil warrior called Chaos Tikahn has unleashed a slew of monsters across the universe. With their magic parasols to hand, Bub and Bob must traverse the seven worlds to defeat this menace...' Thus, enlightened by the decidedly odd Japanese scenario, we are ready to once again team up with those founders of the cutesy genre, Bub and Bob, as they prepare for their third Amiga excursion.

After abandoning their dinosaur skins for dungarees in the transition between *Bubble Bobble* and *Rainbow Islands*, Bub and Bob have once again evolved slightly to protect themselves from this further menace, and their change is in the hands of veteran Ocean coder Mik West and his graphics-supplying partner, Don McDermot. With the likes of *Darkman* and assorted past Ocean licences under their respective belts, are they finding it harder to recreate a cutesy game, where the emphasis is on the playability, rather than a more 'serious' piece? Mik confirms this: 'Playability is especially important in a game like *Parasol*, and one of the hardest parts of its development is combining its many hidden bonuses and gameplay quirks with the addictive gameplay the series are famed for. It's all very well having one, but to succeed, both must be present.'

TAKING THE MIK Although it never appeared in coin-op form, Taito's third game in the Bub and Bob series hit the PC Engine a year back and is a worthy successor. As soon as Ocean had secured the rights, Mik and Don started work by reworking the ST disks that Taito had crammed the game's many backdrops and sprites on to. 'Overall, Taito weren't exactly the most helpful of people,' admits Mik, 'and although they supplied the graphics, they still had to be reworked into our sixteen colour palette. Originally, the sprites had sixteen colours each, and there was no way we could have kept that in.' Because of Taito's lack of aid, both Mik and Don had to spend a series of late nights as they played the PC Engine game to death and tried to unlock its many secret rooms and concepts. Thus, armed with copious notes, Mik started to

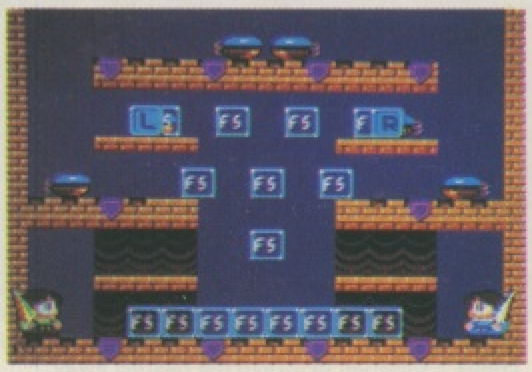








The sprites and backdrops were supplied by Taito and consequently re-coloured. However, to get the parallax working, first the backdrops had to be put in place. The platform data was then dropped onto this, and the sprites added last.



PARASOL STARS

piece the code together on his Snasm-based 386 PC.

Parasol draws a great deal of ideas from its predecessors, with the sprites of *Rainbow* set against single-screen and platform-laden levels reminiscent of *Bubble Bobble.* The game is set across eight worlds, each of which contains a further seven stages and a show-down with a larger guardian. Armed with their parasols, Bub and Bob must clear each screen of its deadly inhabitants, before moving on to the next. And whilst this may not sound the most exciting task known to man, Taito's typically weird game ideas breathe new life into the game. For example, whereas they are now minus their deadly rainbows, Bub and Bob's umbrella weaponry can be used to pick up nasties (or each other) and to hurl them across the screen to their deaths. In addition, extras, such as water bubbles can be collected one after another until a larger drip courses along the screen's many platforms – *Bubble Bobble*-style – killing anything in its way.

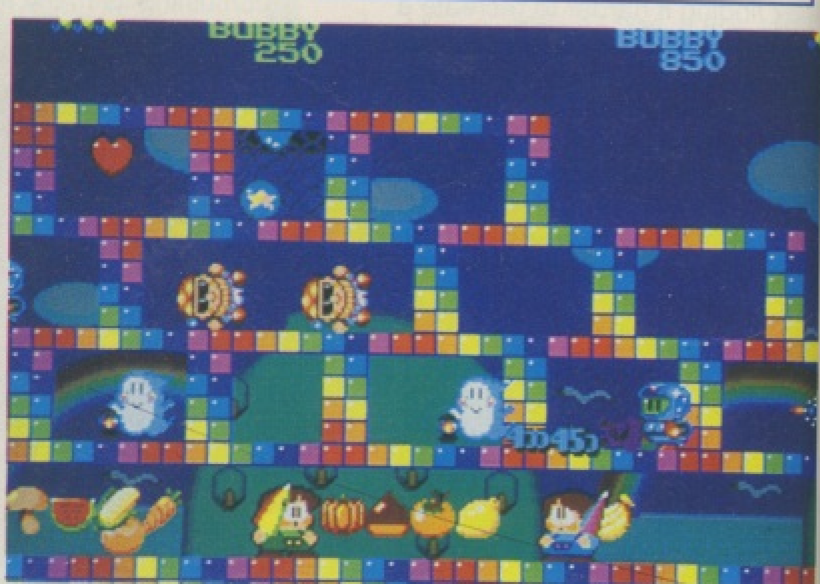
WORLDS IN MOTION 'Despite what the scenario says, there are actually eight worlds,' continues Mik, 'starting with Woodland World, then on to Music World and eventually for a final confrontation against Chaos back in Rainbow World.' Where presumably the graphics are similar to those of *Rainbow Islands*? 'Yes, exactly. We've got something like seven species of alien now, each of whom behaves individually but, like Islands the same creatures appear in different guises in later stages - you'll still recognise them by their movement, though.' So, with the game now roughly 80% complete with the sound still to go in, how does he feel it compares to the others in the series? 'Personally, I feel that *Parasol* is the best of the three, and that's not forgetting that *Rainbow* is most peoples' favourite game. However, Rainbow is basically a shoot 'em up and there's more of a puzzle element to Parasol's goings-ons and I feel this extends the gameplay more. Hopefully, after playing *Parasol*, the player will go back to *Rainbow* and realise just how much is in our game.'

SEQUELITIS The *Bubble Bobble* series of games are all similar in concept and *Parasol Stars* is a distinct mixture of the first two games. Retaining the single-screen system of *Bubble*, the parasols our heroes use are every bit as effective as Bub and Bob's rainbow weapons. However, although each screen is played one at a time, with the assorted nasties littering their many ledges, they also scroll horizontally. The largest levels are two screens wide, and *Parasol* is graphically far more complex than its predecessors, with parallax backdrops and more frames of animation per sprite. 'I've got something like seven frames per character,' says Mik, 'and I've also tightened a few areas that I wasn't happy with in the PC Engine version. For instance, the Bub and Bob sprites didn't turn fast enough, so I've nipped a few frames there. It's just little stuff, but I think it'll make a lot of difference.'


Before each stage, Bub and Bob are whisked across the game's map.

IN TUNE After the melodic rambling of 'Somewhere Over The Rainbow' in *Rainbow Islands*, *Parasol's* cute ditties and sound effects are in the hands of Matthew Cannon and Ocean veteran, John Dunn, respectively. The actual tune is another airy affair, and the effects will be similarly light-hearted with Dunn taking them from the console version and beefing them up when necessary.


Waiting at the end of every world is a large guardian who requires several hits before he keels over and dies.



The final confrontation against Chaos is set against the familiar backdrops of *Rainbow Islands.*



Water drops fall randomly and, when five are collected on your parasol, create a waterfall to sweep the nasties away.



As in Rainbow Islands, Parasol features a number of hidden bonus rooms packed full of lovely goodies and other surprises.

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U144 – **HamLab** – Iff conversion prog
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APD257 – **Cassette Labeller** – For the inlays

SLIDESHOWS & PICS

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P11/2 – **Nasa Slideshows** – Both 1 & 2 here
P25 – **Roger Dean** – Excellent slideshow
P28 – **Sunslide III** – Brilliant follow up
P32 – **Agatron 6** – From Tobias Richter
P33 – **Agatron 8** – More from TRs stable
P41 – **Nemesis Prologue** – From Hanibal
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P48 – **Psygnosis Slideshow** – Rather brilliant
P62/3 **Channel 42 & Silents** – Very good
P65 – **Agatron 12** – Fantastic quality
P66 – **Fraxion Future Visions** – Very good
P67 – **Agatron 11** – Incredible standards
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ANIMATIONS (most 1mb)

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A11 – **Puggs in Space** – Brilliant
A12 – **Probe** – The most famous of all anims
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A19 – **Star Trek Fleet Manoeuvres** – Good
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A13 – **Agatron 2** – Includes F15 fighter
A48 – **Busy Bee & Tree Frog** – Very good
A49 – **Fractal Flight** – Small screen anim.
A58 – **Walk** – Brilliant chrome legs walking
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A62 – **Stamp Collector** – Brilliant sequence
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A70/1/2 – **Lost In Space** 2 Meg
A76 – **Agatron 30** – Millenium Falcon
A77 – **Agatron 17** – Twok and Mensch
A78 – **Agatron 24** – Kull and ping pong
A79 – **Agatron 33** – Probe & bird of prey
A81/2 – **Walker & A1000** – 2 Meg
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A84 – **Agatron 36** – Bird flight
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A90 – **Agatron 20** – Belle Huey Helicopter
A91 – **Franklin the Fly** – Needs 2 drives
A94/5 – **X-Wing** – Rather brilliant sequence
A96/7 – **Light Cycle** – From Tron and Brill!
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A100/1/2/3/4/5 – **The Wall** – Exceptional
A107/8/9/10 – The Landing – 4 Meg
A111 – **Mars** – Absolutely incredible, get it!
A112 – **Juggette II** – Another hilarious anim
A115 – **Agatron 27** – Book and others
A116 – **Agatron 28** – Disconnect, Beautiful
A117 – **Agatron 29** – Millenium Falcon
A124 – **Shuttlecock** – By Eric Schwartz
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A127 – **Real 3D Anim2** – T-Pot and balls (?)

MUSIC

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M208/9 – **RSI Modules Disks**
M216 – **Drums & Pipes** – Brilliant
M223 – **RSI Modules Disk 3**
M225 – **Audiomagic** *V2* – More utilities
M227 – **Psygnosis Samples** – Sound samples
M230 – **Jean Michel Jarre Live** – ***Brilliant***
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CU AMIGA

Whether it's a test of a brand new graphics board or the latest in graphic adventures, you won't find anything that's more in-depth than a CU Amiga review.

GAMES Screen Scene reviews are timed to coincide with the release dates of the games themselves, so you won't find any out-of-date reviews here, only up-to-the-minute information.

HOW WE SCORE GAMES

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Do not miss.

AMIGA SPEC Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC	
MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48

HOW WE SCORE PRODUCTS

EASE OF USE Is the product the ultimate in user-friendliness, or would the manual fox even Einstein?

VALUE FOR MONEY So you've had all the information: but is it really worth pawning the family jewels for, or putting your off-shore bank account into the red?

0-29% This is so it should be dumped.
30-39% Worse than finding out you're related to Russell Grant.
40-49% An average product. Worth it if you've nothing better to spend your money on.
50-59% Getting there, but still lacking in a lot of respects.
60-69% Nice try, but it may have been done better.
70-84% A good purchase, although its still worth looking at alternatives.
85-90% Recommended buying. You can't go far wrong here. Definitely a quality product.
90%+ Absolutely brilliant in all respects. Don't hesitate to buy if that's what you want.

EFFECTIVENESS Not as simple as it sounds. It may look the business but does the product realy fulfill its purpose?

FLEXIBILITY Is it compatible with other items – and how many different functions does it have?

INNOVATION Does the subject break new ground and give you something new or something you've always wished you'd had, or is it a mere rehash of a dated and redundant concept?

OVERALL The most important mark and not just an average of the others. It takes into account all of the above then answers the question: 'will this item really be of benefit to you, the consumer'?

PRODUCT TESTS START ON PAGE 118

BUYERS GUIDE
Whatever's new is in the blue. Over 80 games and 50 serious products crammed into nine pages of reviews. Constantly updated every month, this section gives you up-to-date software scores brushing shoulders with old favourites.

★★★★★ Unmissable. Spend your money safe in the knowledge that every penny will have been worth it.
★★★★ A great release that will please everyone.
★★★ Good for what it is, but we've seen better.
★★ Fair, but leaves a lot to be desired.
★ Dodgy verging on the terrible. Only for those who can't possibly do without.

BUYERS' GUIDE STARTS ON PAGE 147

And don't forget that you'll find budget games reviewed in VFM, page 80, while PD games and demos, and PD utlities are evaluated on pages 100 and 109 respectively.



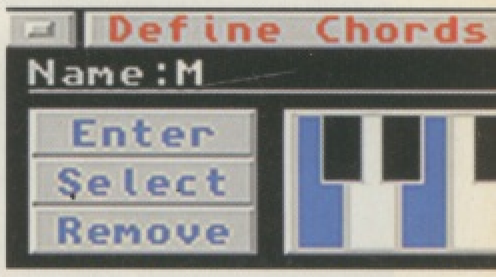
Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.



The top rated accolade is for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.







JOHN MADDEN FOOTBALL

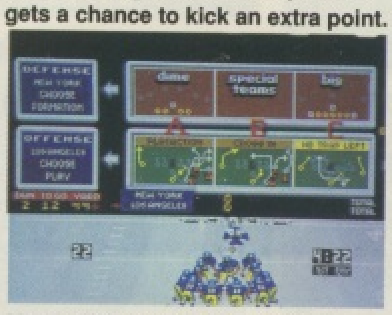
American Football hasn't had a chequered history on the Amiga. Only Cinemaware's aging TV Sports Football managed to convert the sport into a playable game and, even then, if you weren't a fan of the sport, you stood no chance! Now, thanks to Electronic Arts, there's a new contender for the Amiga Footballing crown.

John Madden Football lets you become both coach and quarterback to one of 16 NFL teams, effectively combining arcade-style action with in-depth strategy. Such a mix of gaming styles helps capture all the excitement of the real thing and effectively translates the sport's complex rules, statistics and plays into a white-hot conversion destined to become something of a classic.

Such gushing praise is not undeserved. There are more than 100 plays in the whole game offering a wide variety of running and passing options backed up by some serious bone-crunching defensive strategies. The game begins with a comprehensive options screen which allows you to chose from 16 of the NFL's top teams as well as the John Madden All-Stars, a squad of players that are almost invincible and can run, pass and catch better than any other team. The



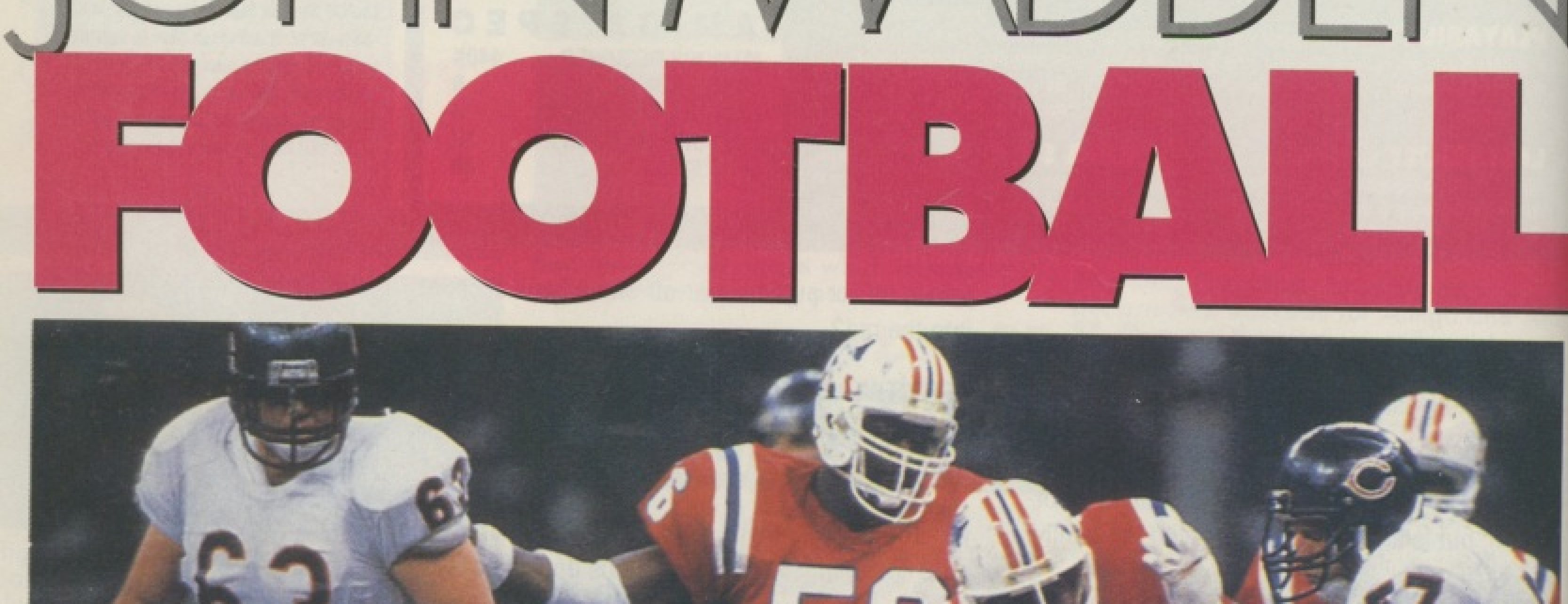
After scoring a touchdown, teams gets a chance to kick an extra point.



Here's a look at the comprehensive menu system at work.

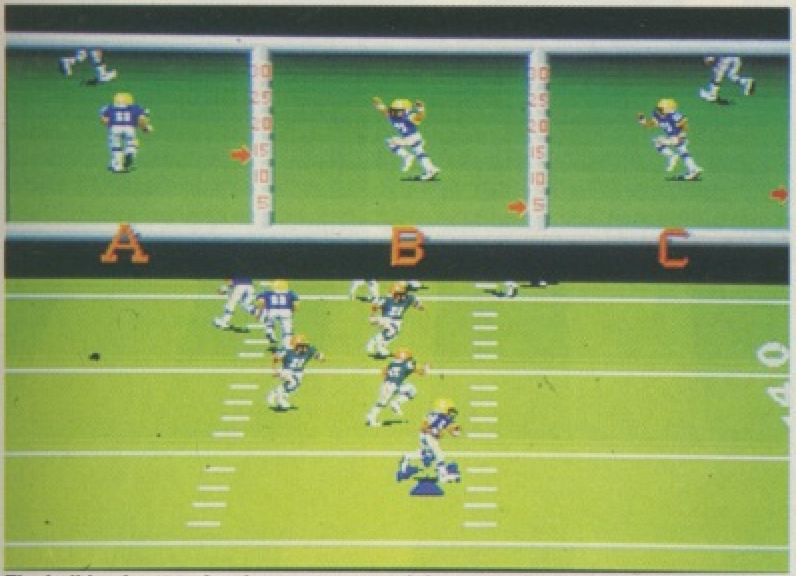
instruction manual comes with a complete breakdown of each team's strengths and weaknesses and each player's skills and attributes are rated on a scale from 0 to 15. For instance, defensive backs are rated for their hitting ability, pass coverage and tackling whereas the Offensive line are scored on their weight, pass blocking, run blocking and speed. All these attributes are reflected in a team's on-field performance and no amount of joystick wiggling will make up for the fact that your quarterback is a complete klutz and couldn't run down the street without catching wind.

Other options include a



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The ball is about to be thrown to one of three receivers, but which one is in the best position? Try throwing to the one with his arms outstretched.

one or two-player game, a choice of keyboard or joystick controls, and variable pitch and weather conditions. Matches can either be part of a regular season, sudden death, or, if you're feeling confident enough, part of the Superbowl playoffs. Each Quarter can either be the regular 15 minutes or scaled down to last for five or 10 minutes.

Once you've waded through all the options, a pre-match Scouting Report lists the strengths and weaknesses of both teams. For example, one team might have a strong running game but a poor defensive line-up who are weak in the air whereas the other side might possess a big money quarterback who likes to play the long ball. It's important to study these reports as well as the manual's breakdown as spotting a team's weakness and then exploiting it is the way to win games.

Play is viewed from above and behind the offensive line-up so that the defensive team always run downfield. This foreshortened 3D view works surprisingly well, especially with the graduated colouring of the pitch, and the screen scrolls up and down the field as well as from side to side depending on where the ball is at any given moment. Unfortunately, each time the ball is lost the screen flips around so that the offensive team is progressing up the field. It's a bit disorientating at first and can cause you a few lost points into the bargain. This annoying feature can happen at virtually any time during the game. For instance, if a pass is intercepted the screen will flip so that the team now in possession are heading up field!

After the referee spots the ball, a football-shaped strength gauge appears. By holding down the joystick and moving it from side to side, it's possible to determine the strength of the kick up-field as well as the direction the ball will take. Once the ball has been caught by the opposition and returned up the field, both the offense and defense must select their plays for the first down. This consists of picking the players who will take part in the play, the formation they'll take up on the pitch and the strategy used to pull off the play. This is done by a clever menu system which displays a selection of running, passing or defensive plays depending on which team you're controlling. By moving the joystick to the left or right it's possible to move through the different combinations until the required play is displayed.

The game then reverts to a display of the pitch. Even at this late stage it's possible to change your mind about a play and call an audible to initiate a new tactic. These are the strange grunt-like utterings of the Quarterback which can often be overheard during televised matches. There are six in all and each team has their own specific calls. Once the ball is

WHO THE HELL IS JOHN MADDEN ANYWAY?

For those not savvy with American Football, John Madden could be any old jock putting his name to the finest American Football game to grace the Amiga. However, Madden is a man with a history and, in 1969, became the youngest head coach in professional football when he replaced John Rauch as the man in charge of the Los ANgeles Raiders. In 1977 he helped the team win Superbowl XI. After retiring from the game two years later, Madden began a new career as a TV sports commentator and his expert opinion can be heard every Sunday night on Channel 4's footy coverage.



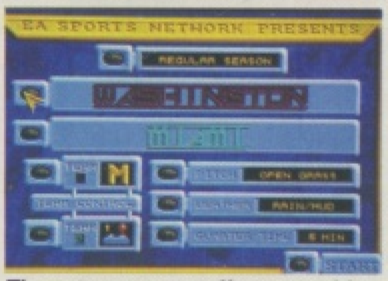
NEW PLAYERS START HERE To the uninitiated, American Football can seem like an excuse for gratuitous violence between grossly-overweight young men who bear a striking resemblance to the Michelin man once they've donned their protective clothing. In fact, the game is just as much a thinking man's game as it is for those who have an overactive thyroid gland and a penchant for steroids.

Play takes place across a pitch (the 'Gridiron') which is 100 yards long by 53 yards wide. The aim of the game is to move the ball more than 10 yards in four attempts (called 'Downs') and eventually carry the ball into your opponent's End-Zone (past their Goal-line) for a Touchdown (score). Each team has an offense, defense and special teams which come into play at different times during the game. If an opposing team's offense is on the field (having possession of the ball), then your defense will be called into play to check their progress towards your goal-line. Each team has a number of defensive and offensive plays which they use to try to second guess the opposition and either advance the ball down the field, impeded progress or regain possession. It's a bit like chess in that each team needs to pick the right plays with the right players at the right time.



The line of scrimmage. Both teams line up for the second down and take up their positions on the field according to their chosen plays.





The set-up screen offers a wealth of options to customise the game.

JOHN MADDEN FOOTBALL

snapped into play, you can either choose to take control of the quarterback or let the computer execute the move. If you've opted for a passing play, your three receivers will pop up at the top of the screen. To pull off a successful pass it's a good idea to throw to those players who are holding their hands aloft, otherwise you risk the chance of an interception, an incomplete pass or a fumble. Even when a receiver is in a good position, you'll still have to get him underneath the ball to make the catch.

If you've got control of the defense you control the player nearest to the ball, but it's possible to cycle through each player in your teamto take up a better position. Obviously, the best play you can make is to sack the quarterback or make an interception.

Unfortunately, all of this isn't as easy as it may sound due to the cumbersome control method that's replaced the three-button joypad used in the Megadrive game. Everything in the original was geared to the pad's engineering with a choice of three on-screen plays, three receivers and so on. Merely transferring these characteristics over to the Amiga and expecting them to work perfectly with a conventional joystick is asking a bit too much of even the keenest gamesplayer. It'll take quite some time to familiarise yourself with the control method which involves multiple presses and joystick movements to pull off the majority of plays.

However, once you've become accustomed to the control system it's possible to pull off some spectacular plays without raising a sweat. In one game against the Denver Broncos I managed to throw a Hail Mary close to the Endzone from my own 30 yard line and run it in for a touchdown while shaking off the unwanted attentions of three defensive linebackers. Ploughing through tackles, diving for extra yardage or spinning and avoiding tackles all together becomes second nature after a while.

The sprites are remarkably detailed and well-animated. Touchdown boogies are common place (even if the real thing has been banned in the NFL!) and the realistic movement of players during the many set plays is excellent. Bone-jarring sound effects when unstoppable offense meets immovable defense add significantly to the atmosphere as does the sampled speech during crucial plays. Even the crowd noise is authentic-sounding, something many sport sims overlook or use samples which sound like TV static.

The lack of an instant replay facility for dubious or close calls is a disappointment, especially if you pull off a long bomb or manage to sack the opposition's quarterback and want to watch it all over again. It's also annoying that only 16 of the NFL's 28 teams are included in the game. Fans of the Dallas Cowboys, New York Jets, New Orleans Saints or the Green Bay Packers will be disappointed to find their team aren't included in the game. Also, a bit more *Speedball 2*-type violence might have got some more mileage out of the game. Off the ball fights or the chance to follow up a hit on a player with a fist in the face might not exactly be fair play, but it sure would be fun!

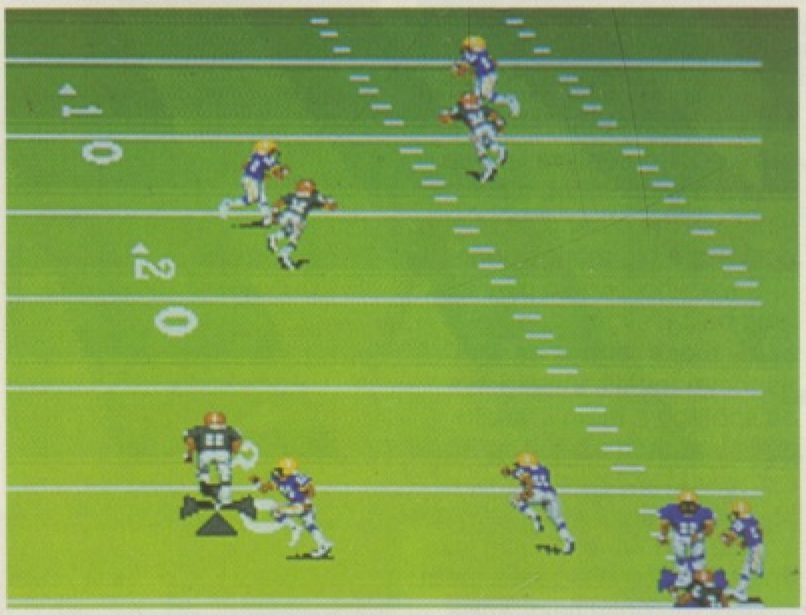
John Madden is certainly the most playable and addictive American Football game on the Amiga. It's not perfect, but once you've got used to the control system, you'll get hours of play out of it.

Dan Slingsby

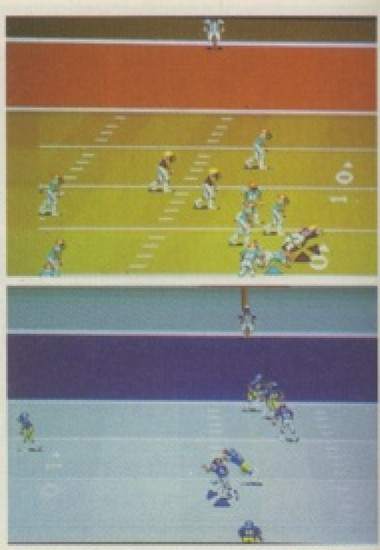
IT'S A MAD, MAD, MAD WORLD

John Madden Football first appeared on the Megadrive almost twelve months ago and was heralded at the time as the finest American Football game ever. The eagerly-awaited Amiga conversion is the first Sega game to make it onto everyone's favourite home computer. After the one-way traffic of computer games being converted for the console market, it's encouraging to see games such as John Madden, Sega's Sonic and Konami's Mission Impossible reversing the trend.

The Amiga version of Madden has been programmed by Gary Roberts. If the name isn't familiar yet, we're sure it will be in the months to come. It's Gary's first stab at a commercial game. Before being snapped up by EA, gary was quite active in the Public Domain and coded the excellent *Amiga Tanx* game, included on one of this month's coverdisks, as well as a six-disk Pink Floyd megademo reviewed in last year's July issue.



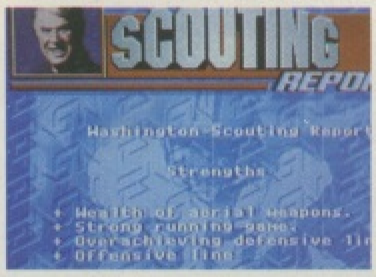
Long throws are difficult to pull off in adverse weather conditions such as snow or rain which cause players to skid and slide about the pitch.



There might be ice on the pitch but is hasn't stopped the quarterback running in a touchdown.

FOOTY FACTS

- The cost of kitting out a professional team can be as high as $300,000.
- The first professional player was Pudge Heffelfinger who received the princely some of $500 to play for the Allegheny Athletic Association in 1892 (who we all know went on to dominate the sport ever since!).
- Harvard University were the first team to allow a certain amount of running with the ball instead of playing a largely kicking game. In a game against McGill University in 1874, only 11 members of the McGill team were well enough to play, so the game went ahead with 11 men instead of the normal 15 men per side. If the four men hadn't come down with the flu, American football might well be played today with 15 men a side.
- One of the highlights of the 1968 season was the game between the Los Angeles Raiders and the New York Jets. The Raiders were trailing the Jets 32-29 when the network broadcasting the game interupted coverage to show the children's film, Heidi, and viewers missed two last-minute touchdowns which clinched the match for the Raiders. The game became known as the 'Heidi' game and such was the volume of protest that network TV would always think twice before interrupting another televised game again.
- The winners of each Super Bowl collects a souvenir ring for their efforts. It isn't just any kind of ring, though. Approximately 75 rings are especially designed and produced each year for the winning Super Bowl team. Such is the value and mystique of the rings that few have ever surfaced at auctions and those that have been sold have fetched astronomical prices.





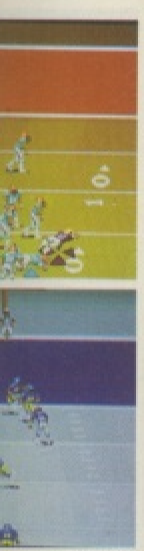
Time-outs can also be used to change formations if you aren't happy with the strategy you've already opted for.

ELECTRONIC ARTS £25.99

'The most addictive sports sim ever!'

GRAPHICS	93%
SOUND	84%
LASTABILITY	92%
PLAYABILITY	85%

OVERALL 88%



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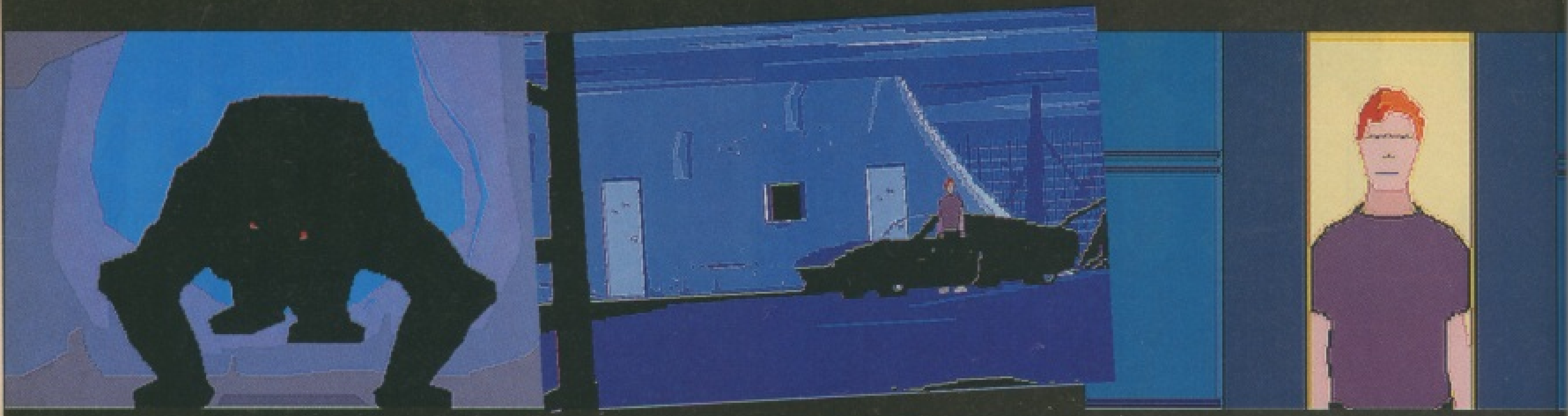
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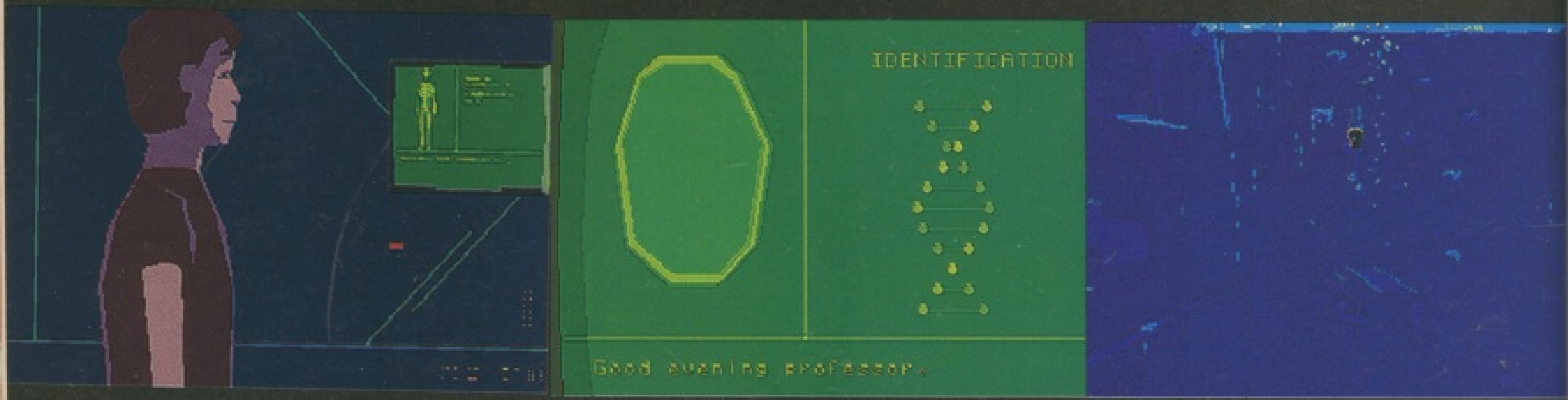
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93%
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Beasts come in all shapes and nothing is quite what is seems. Our hero may drive a Ferrari but it cuts no ice with Fang Face.The aliens in *Another World* have their own languages ranging from the soft-sounding man mountain who's locked up with you to the growling samples of your captors.



Lester is scanned by the High Security Computer before access is granted. As soon as he enters, a laser runs over his body and face to provide a match to the genetic information held on record. The computer then makes some small talk in order to get a voice match and finally you're in.



Chaykin is not the only person in trouble on *Another World* and quickly meets a companion. He's a vital friend who can open locks and shield you from shots. However, he is just as vulnerable as yourself to the hot sting of a laserbolt so don't be too flippant with his valuable life.



ANOTHER



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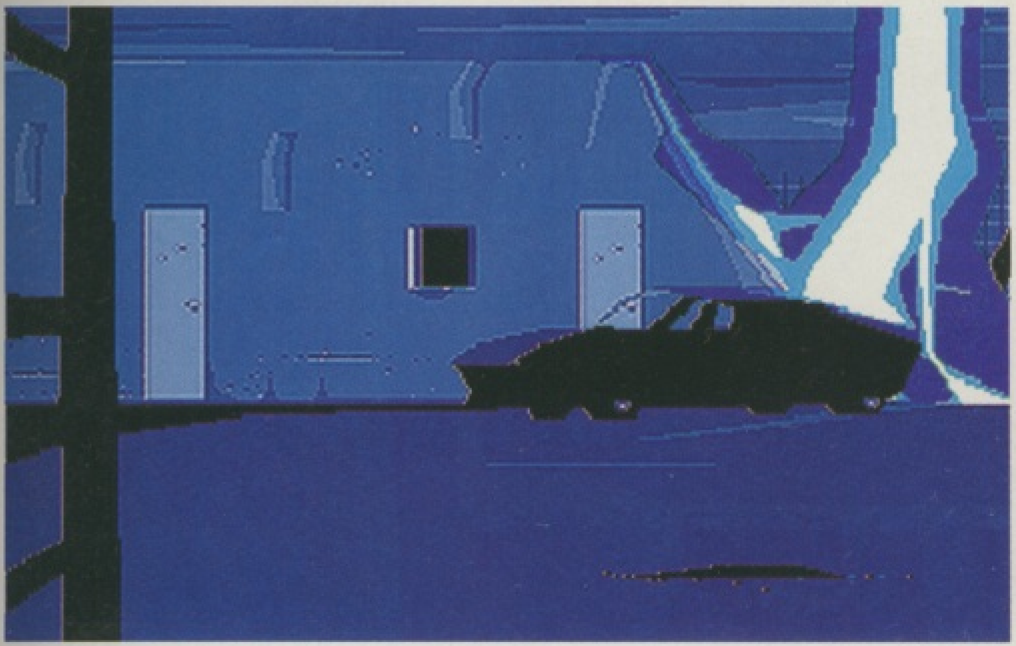


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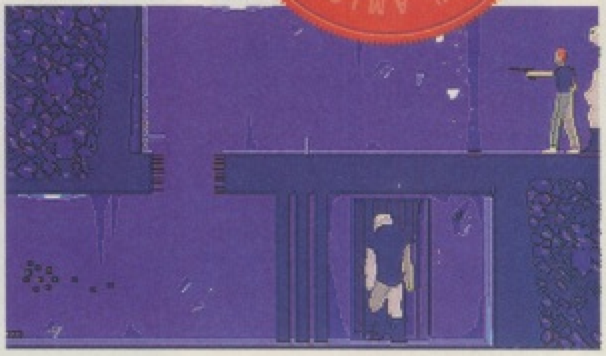
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Your laser force doesn't last for ever so use it sparingly and with a lot of care.

CU AMIGA SCREENSTAR



Delphine have made a radical departure from their normal graphic 'n' text adventures to produce one of the most original looking games in years.

Another World begins with a fabulously atmospheric animated intro, utilising different camera angels and recounting the background events of the game. A young scientist, Lester Chaykin, who bears an uncanny resemblance to Galleon from Planet of the Apes, is experimenting with sub-atomic particles late one night when the particle propulsion tunnel is hit by a freak bolt of lightning. The pulse travels back along the circuit control panel sending the unfortunate researcher into another dimension. It's just like a scene from Back To The Future!

The game proper starts with the scientist materialising underwater with the control panel sinking beneath him. Lester scrambles free and you begin to take control of his actions and guide him to the surface of another world. Gasping and wheezing for breath, he clambers out of the pool and notices a large beast bounding along on the horizon. Although unarmed, it doesn't mean you can't protect yourself. Pulling down on the joystick and pressing the fire button performs a very useful sweeping kick, whilst, from the standing position, a small toe punt can send the creepiest of crawlies scampering for safety. You have to get aggressive very early on in the game as it's not long before the environment starts to get downright hostile.

The backgrounds are sparse, to say the least, but they're incredibly weird and alien. Distant lights and small animals can be spotted along the way, and various weeds and vegetation sway in the breeze, adding to the alien-like atmosphere. Don't hang around though; if you need to get out of a tight spot quickly, Lester's lethargic saunter can be stepped up several gears, turning him into a veritable Linford Christie.

All six levels are linked by animations. Don't worry if you've been put off by the polygon graphics you've seen in screen shots – in fact, they're a refreshing and essential to the game's addictiveness. What's more they can be viewed in four different modes: standard, 'cinemascope'/high resolution, vertical (a somewhat scrunched-up and elongated view), and high resolution/normal. Granted they're not terribly useful, but they do serve to add value if you want to replay the game.

COMIC BOOK *Another World* took two years to produce and initially was developed solely for the Amiga. Its style and look has inevitably led to comparisons with film – but with its varied gameplay, which incorporates puzzles as well as arcade action, the whole experience resembles an animated comic book adventure. Let's hope we see more product like this!

Chaykin soon realises that some sort of weapon would be handy and conveniently finds a discarded gun. The rock monsters that patrol the realm are also armed with the same curious weapon. A single pull on the trigger sends out a lone laser blast, but briefly holding the fire-button down produces a plasma ball and protective shield. Holding it down for even longer produces a huge pulse of power to bore through mountainsides and open up whole new vistas for exploration.

Not all the aliens you meet are the blood-thirsty slave-mongering type and in a novel twist early on in the game Chaykin is coupled with a rather large companion. The rebel rock beast follows the scientist everywhere and, if you're not careful, he can easily be left behind and unable to perform his useful services of opening locks and pointing you in the right direction.

DON'T BUG ME Floors and ceilings can be infested with deadly slugs. If you come within an inch of them they'll stand up on end and flick out a poisonous fang. Cop a bite and you'll slump to the ground as dead as a rabbit caught in a headlight's glare! This is where the foot sweep comes in. If you don't squish all the bugs now you'll be very sorry on the way back.

Another World comes on only two disks and most games players will sail through the first three levels. The ease of play, coupled with a code system that allows re-entry from your last exit, make the whole thing a very short-lived, if rewarding, experience. It's a pity that there's not one more disk – but few games hold your attention long enough to warrant constant replaying. *Another World* does and is one purchase that's truly worth making.

Steve Keen

U.S GOLD £25.99

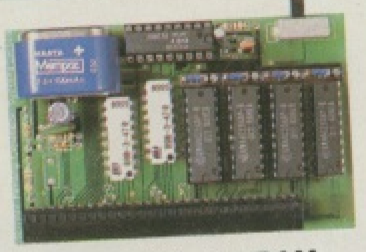
"Original futuristic fantasy – fantastic!"

GRAPHICS	93%
SOUND	84%
LASTABILITY	91%
PLAYABILITY	90%

OVERALL 91%

R WORLD

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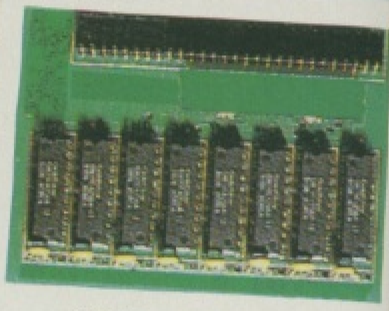
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The **ONLY** RAM upgrade approved by Commodore UK • Fully compatible with A500 *plus* for 10Mb maximum RAM • External fitting (Warranty remains intact) • Through port (covered by blanking plate) • Fully implemented auto-configure • Zero wait states • Compatible with A590 and all major hard disks • Uses1M x 8bit or 1M x 9bit SIMMs • Complete with its own power supply unit (UK, US, or EURO) • FullyA1000 compatible • RAM test software.

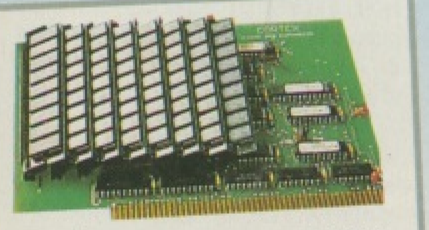
2Mb	4Mb	8Mb
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Gives 2Mb CHIP MEM • Functional equivalent to A501 *plus* • Ultra low power design • Low component count for maximum reliability • Available populated to 1/2MB or 1MB.

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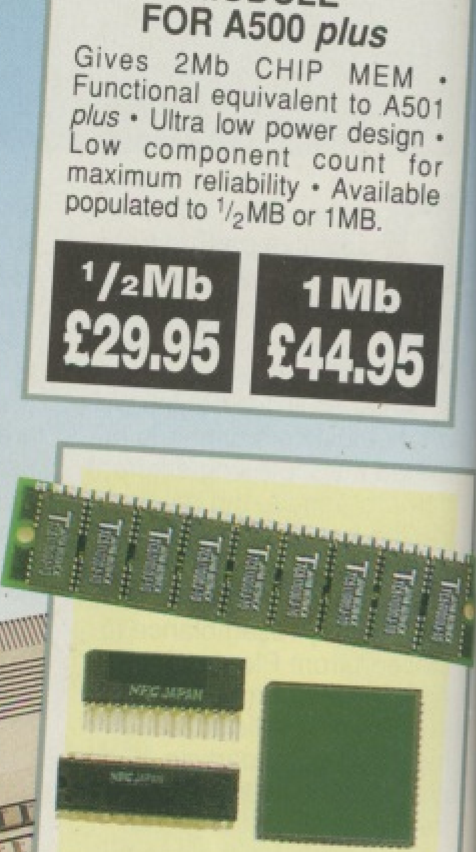
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52Mb Hard disk system with up to 8Mb of RAM • Factory-fitted Quantum Pro-drive, 11ms access • Uses 1M x 8bit SIMMs (see RAM CHIPS section for prices) • Game switch (hard drive disable) and power supply.



52Mb	105Mb
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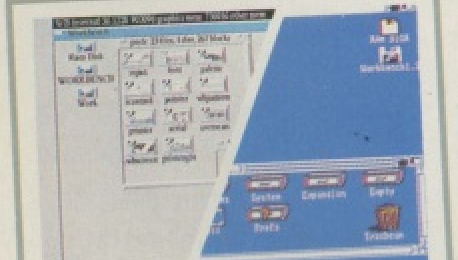
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IF LOOKS COULD KILL

Agony boasts seventeen tunes altogether, and if you'd expected the usual bombastic drivel normally associated with shoot 'em ups, you'll be pleasantly surprised. Actually, the music seems inspired by South American folk music, with haunting pipe sounds complementing the action perfectly. Visually, I've never seen a game with this much attention to detail. With three levels of parallax scrolling smoothly across the screen, the backgrounds change to reveal scene after scene of glorious graphics. Incredibly, all these backdrops are also animated, and it's hard not to be distracted by them. Add to these some realistic bird animation and you've got one of the best-looking games of '92.

AGONY

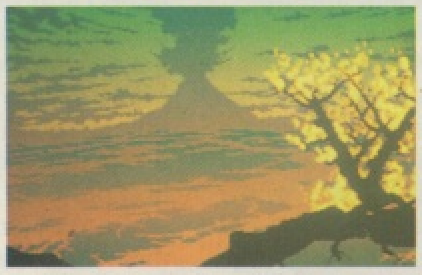
A lesson has obviously been learnt by Psygnosis since *Beast*, as *Agony* contains the superb graphics of the *Beast* series, but can also claim to be a rather playable shoot 'em up, too. As one of the apprentices of Acanthropsis, a wizard who has discovered the mysterious Cosmic Power, Alestes (that's you) must battle through six levels of nasties thrown at him by his rival apprentice, Mentor. However, in a weird twist, and to justify the main sprite, Alestes enters battle in the form of a heavily-armed Owl.

Power-ups are the heart of a good shoot 'em up, and *Agony* has them in spades. Periodically, icons tumble across the screen, and quick joystick-wiggling allows Alestes to swoop down to collect them. There are three types of bonus items: protective swords; potions to increase firepower; and scrolls which provide assorted effects. To use them later, the firebutton should be depressed to reveal the list of scrolls held. Using spells at the right time can have a devastating effect on the bad guys, especially the end-of-level nasties which make their obligatory appearance.

The quality of the aforementioned main Owl sprite, and the superb backdrops, unfortunately make the enemy ones look rather weedy. They are, however, both original and amusing – including creatures that look suspiciously like flying koala bears. Overall, there's a vaguely Japanese feel to the game, keeping in with the graphical style of *Leander*.

During the game, the monsters come thick and fast, but there's no noticeable slowing of the action. However, the actual gameplay, whilst suitably frenetic, isn't exactly original - perhaps Psygnosis were hoping that the unusual main sprite would disguise this? They also claim that 'priority has been given to playability' and for once it's no idle boast. Things start out easily enough as you'd expect, but by the fourth or fifth level it's serious mayhem on the screen – shoot 'em up heaven, in fact. It's a shame that autofire isn't available (because of the scroll selection) but the action will soon have you ignoring tired fingers.





These beautiful backgrounds aren't as static as they look – it scrolls, it moves, it lives! Be careful out there. . .



It seems that Psygnosis have finally got rid of the *Beast*-ghost and other 'looks-pretty-but-where's-the-game' products. The screen shots will indicate the quality of the graphics, but thankfully there's more to *Agony* than that, with fast-moving playability putting it on a level above the vast majority of similar games released on the Amiga. Perhaps not a classic, it should still be given shelf space by anyone devoted to blasting games.

Matt Regan

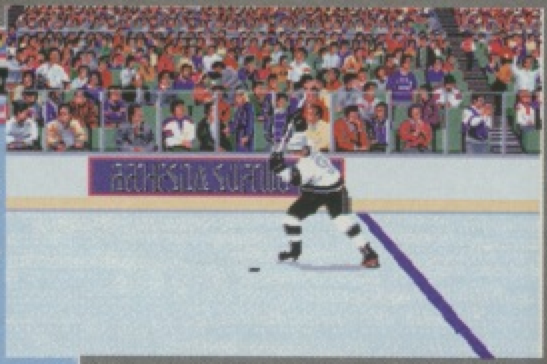
PSYGNOSIS £25.99

"A game for once worth all the glossy packaging"

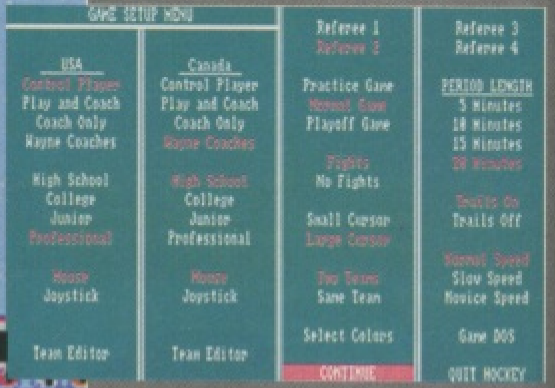
GRAPHICS	92%
SOUND	90%
LASTABILITY	79%
PLAYABILITY	83%

OVERALL 85%





Left: Instead of chunky *Speedball 2*-style sprites we're treated to a top-viewed arena populated with what look like hundreds of swarming ants.



WAYNE GRETZKY HOCKEY 2

Err... Wayne *who?* Okay, okay, so Wayne Gretzky may not be a name that's on the tip of everybody's tongues over here, but across the Big Pond it's a different story, where he's acclaimed as 'The Great One' because of his supreme prowess in the noble art of ice hockey. But while the boy Wayne may be a whizz on the ice, his performance on the computer screen is distinctly less impressive.

Having fought your way through the copy protection and some comprehensive but very drab menu screens, you're into the game. Now the appealing thing about ice hockey is that it's probably the nearest any real-life sport gets to *Speedball*, being fast, violent and frequently ending up in a huge fists-flying ruck. Massive potential for an all-out action computer game, you might think. And you'd be right. Unfortunately, if that's what you think you're getting here then I'm afraid you're going to be sorely disappointed.

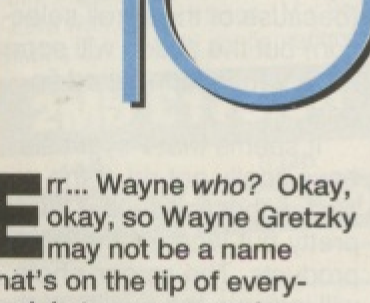
For *Wayne Gretzky Hockey 2* is, as Bethesda Software is keen to stress throughout the game's documentation, not just a mere game, it's a *simulation.* Thus, instead of large well-animated sprites slapping the puck about on a big scrolling ice rink, we have tiny, tiny blobs milling about on an uninteresting top-viewed arena that merely scrolls left and right.

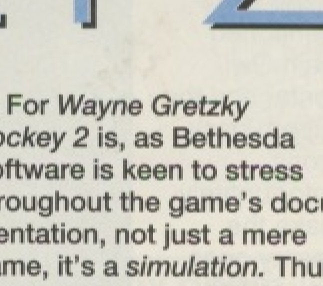
Control (something of a misnomer here) is not brilliant. With a joystick the game's unplayable because you need two fire buttons, involving much fumbling with the keyboard, while with a mouse (slightly better) movement is achieved by positioning the pointer on the pitch and letting the player's on-screen persona drift towards it. To get anywhere in the game involves making lots of complex plays requiring loads of key presses.

True, the game's all very realistic and after a lot (and I mean a lot!) of practice things do start to come together and some enjoyment is reaped. You've just got to ask yourself if you're really a big enough fan of professional ice hockey to make the effort. Trouble is, I've got a nasty feeling that the answer for 99.9999% of the Great British Public will be a resounding 'No'.

David Upchurch

PUCKER UP The big pity about *Wayne Gretzky Hockey 2* is that it all starts really well, with a smart intro showing a pad-clad skater (our Wayne, presumably) skating on-screen past a crowd of screaming, cheering spectators. Suddenly, he lobs a puck straight at the innocent viewer then - shock! - the TV screen shatters, causing shards of glass to fly out of the screen revealing the monitor's innards. (Though, of course, not really). The first time you see it I bet it makes you jump. Enjoy it while you can, though, because it's the game's only real highlight.





BETHESDA S/W £25.99

'An ice hockey game that'll leave you cold...'

GRAPHICS	55%
SOUND	45%
LASTABILITY	65%
PLAYABILITY	76%

OVERALL 61%

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the GODFATHER

Few films have had as much impact in the cinematic world as the Godfather trilogy. Based on the best-selling novel by Mario Puzo the series chronicled the life and deeds of the mythical Corleone family and provided an unprecedented look into the Mafia world that few knew, or were prepared to admit, existed in 1940's America. Upon release, Marlon Brando's depiction of the Mafia boss, Don Corleone, was heralded as one of the greatest performances captured on celluloid and confirmed his position as the most respected actor of his generation.

The game is a five level amalgamation of the three epic films. Rather than taking the obvious route and resting the burdens of the Don on your shoulders you take the part of one of his henchmen. Although there is an intro screen showing Al Pacino, this is where the link to the films unfortunately ends. Probably due to copyright and legal reasons that usually accompany bigger licenses the game takes on a turn for the worse and, for all we know, it might as well be the film license for Bugsy Malone.

As game intros go you'll have to venture a long way to find one as detailed as this. Using a number of 'camera' angles, the title sequence sweeps through New York with bits of background info and the odd newspaper cutting being blown up before the screen. When the intro comes to an end, a lone figure is standing under a street lamp and lights a cigarette before striding out into the gloomily-lit street to attend to some very serious 'business'.

The first task involves walking a treacherous path to the first Mafia boss who must be mercilessly gunned down. Gangsters lean out of windows and doorways ready to fill you full of lead and must be killed quickly as before you can shout 'Michael Corleone is the illegitimate son of a thousand fathers' it's off to the cemetery.

Controlling your man's actions is very frustrating and reference to the A4 postage stamp that's been substituted





A familiar looking street scene that could remind you of any number of gangster films. The fantastic backgrounds are a credit to the artists.





LIGHTS, CAMERA, ACTION **When plans were first announced to make a film about the infamous Italian/American Mafia the lead role of Don Corleone was one of the most sought after in the business. Director Francis Coppola suggested Marlon Brando for the post but movie bosses had their doubts until they viewed an anonymous screen test by an old man. The man turned out to be Brando, then only in his mid-forties, under heavy make-up. Coppola's own daughter Sofia actually appears in all three films in different roles from the baby Michael in the first to Mary Corleone, an adult woman in the third.**

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for the manual doesn't help. Huge limousines scroll from both directions obscuring your view and making the sprite invisible at the most inopportune moments and bullets fly through the air with all the grace of a brick. It's best to take on each hazard one at a time as dodging bullets becomes impossible with more than two hoods on your tail at the same time.

Villains' bodies litter the sidewalk in a bloody mess and remain there throughout. Pram pushers and policemen wander aimlessly, oblivious to the gun battles going on all about them, and they don't bat an eye unless you send a bullet tearing into their flesh. If too many innocents are slain, though, the family will disown you and you're libel to become part of the interior panelling of a new wing on a childrens' ward. And so it continues with only the year and the scenarios changing. From Las Vegas gun fights to a luxurious marina in Miami, the basic shoot 'em up action remains the same. The final showdown in the 1980s has the player defending the most important Mafia bosses from airborne assassins in a 'chopper. Certain icons can be collected during the game that advance your position, but, apart from the Red Cross package that doesn't restore nearly enough energy, you can't work out what they do.

Musically, the game's not bad at all, although the original Godfather theme tune could not be used. The various gun shots and groans definitely add to the blasting, especialy in the *Operation Wolf*-type scenes, and the way the main sprite twists and turns on his toes to shoot over left and right shoulders almost made me reconsider the game's appeal but, sadly, the characters are too nondescript to be convincing.

Unfortunately, *Godfather* fails to capture the essence or atmosphere of the films and as a standalone game it's not much of a success. Coming on six disks doesn't help and the constant disk swapping during levels is very annoying. Having only a limited life span might be an accurate reflection of the times and your character's lifestyle, but it's not conducive to the gaming experience. Die and it's right back to the beginning. The Godfather might have made a brilliant arcade adventure game, but as a shoot 'em up it adds little to the genre.

Steve Keen



Not all stories have a happy ending and the mob can be as harsh with their own people as they are with their enemies.

US GOLD £30.99

"Like concrete shoes this one'll sink without trace"

GRAPHICS	91%
SOUND	76%
LASTABILITY	60%
PLAYABILITY	66%

OVERALL 70%



Has this guy got a pistol in his pocket or is he just pleased to see you? One thing's for sure: he didn't get that scared face from a plastic surgeon.



Not all the cars that speed past hide mobsters packing the Chicago Piano, but if you step out in front of them they can cause as much damage.





During his amazing lifetime, Napoleon Bonaparte radically changed the political face of Europe and has probably had more of an influence on the rest of the world than any other political figure bar Adolf Hitler. Sadly, the Napoleonic years have been greatly neglected by the computer wargaming fraternity and few realistic strategy games have emerged to capture the spirit of the times.

Fortunately, this is all about to change with Impressions first foray into the Napoleonic era. There are three authentic battles to take part in, and each is accompanied by a lengthy explanation of the tactics employed by each side. Marengo pits the French armies against the combined might of the Austrian Empire, a battle that nearly resulted in a crippling defeat for Napoleon but which, in the end, was turned into a stunning victory. Quatre Bras was the first encounter between Napoleon and Wellington and ended in an inconclusive stalemate, while the Battle of Waterloo represented the final rout of Napoleon and his global ambitions of conquest.

Each battle has a preset number of moves available which, when completed, signals the end of the game. You can either set your own objectives for each scenario or use those of the real battles which are documented in the excellent manual. A turn consists of movement and combat phases. Movement can only be made if enough movement points have been collected to move onto an adjacent hexagonal square. The number of movement points necessary depends on the type of terrain you wish to move on to. Combat involves artillery fire and close range fisticuffs or a combination of the two.

The eventual outcome of each encounter is decided by a complex formula of unit strength in conjunction with attack, defense and movement ratings. For added realism, reinforcements can enter the fray at any time, but such additional troops will abide by the historical accuracy of the sim. A battery of statistics are also available to help give an idea on how each side is fairing and there's a useful strategic map for an overview of troop movements.

For added value, Impressions have also included a *Construction Kit* disk which enables a player to define their own game parameters and create entirely new battles from the same era. Simple to use, the Kit can create and modify the game's hex maps, military pieces and even the rules of the game.

In all, *Great Napoleonic Battles* is a polished wargame which owes its appeal to its simplicity. Such straightforward gameplay lends itself to some complex tactics and planning, especially as the hex maps can be up to 100 screens wide by 100 high. Definitely one game worth fighting for. . .

Dan Slingsby

IMPRESSIONS £29.99

"Polished wargame for despots everywhere. . ."

GRAPHICS	75%
SOUND	N/A
LASTABILITY	89%
PLAYABILITY	86%

OVERALL 84%

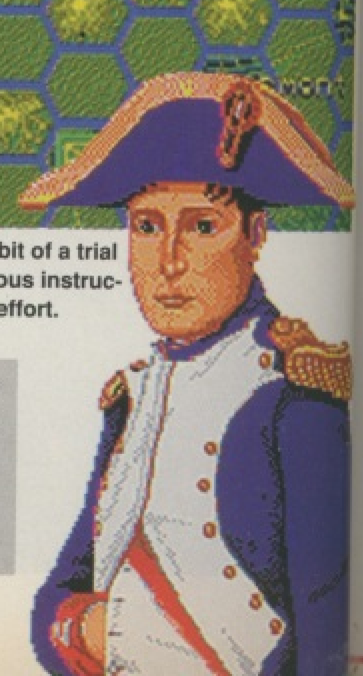
GREAT NAPOLEONIC BATTLES



Reinforcements can arrive at any time, and make their appearance according to historical facts.



Installing the game is a bit of a trial thanks to some ambiguous instructions, but it's worth the effort.



DEM BONES, DEM BONES Born in 1769, Napoleon Bonaparte very nearly ended up an Italian. By chance, his homeland of Corsica had become part of France a year earlier, and thus he was able to join the French army rather than the much smaller Corsican force. After graduating from the Briene military academy, Napoleon quickly rose through the ranks and, after the French Revolution, he became commander-in-chief of the armed forces and began his quest for European domination. His eventual defeat at Waterloo by Wellington signalled the end of more than two decades of French rule over much of Europe and the defeated despot was exiled to St. Helena where he died in 1821.

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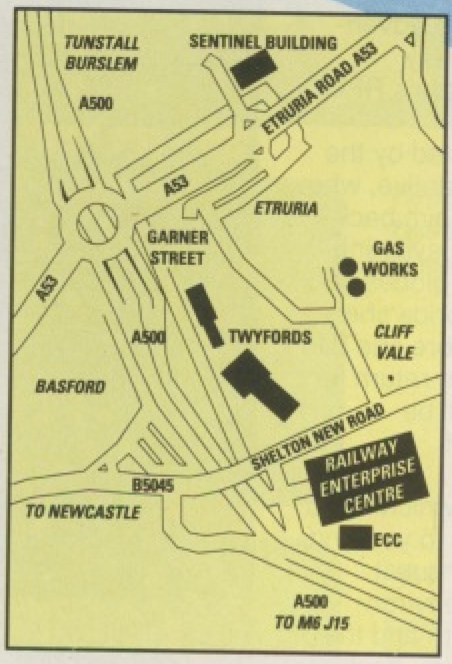
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ELVIRA

THE ARCADE GAME

Elvira, Mistress of the Dark, returns to your screens, but not in the much-touted follow-up to Accolade's first stab at the license. This time it's new publishers, Flair Software, who've come up with the goods in an arcade adventure which is radically different to Accolade's RPG-inspired gorefest.

After being visited by the ghost of a dead relative, who wants ELvira to claim back his castle from an evil King, she is shown two globes containing the two worlds she must conquer before she can enter the castle. In return for her efforts she will be crowned queen of Transylvania.

The choice of which world to enter first is up to you and, once chosen, the quest begins. The two environments, Arctic Earth and the Under World of Fire, each contain their own individual puzzles and monsters and are populated with an assortment of snake-like worms, slugs, flesh-ripping birds, wizards and ogres.



These shaddowy fellows are no trouble to kill but you've got to be fast because they tend to come in pairs

A definate candidate for Battersea Dogs Home. This rabid beast throws a mean fireball or twelve.



Elvira's not as helpless as she looks and packs some awesome power.

HORROR 'BOUT THAT

The Elvira character is a massive hit in the States. Although the sultry temptress has only starred in one movie, she's also fronted a collection of cheesy horror films presented on cable TV late at night. Over here, Elvira is relatively unknown, only noted for her ample assets the size of a small Welsh mining village and a bouffant hair-do that could house a small managerie. If you want to get a closer look at the ultimate camp vamp then take a look at her film Elvira, Mistress of the Dark – it doesn't get much better than this.

Whilst leaping across platforms the parallax scrolls as smoothly and impressively as Elvira's animation. But don't be fooled by her feminine attire – with a sharp swish of her wrist she can send forth any number of weapons including knives, throwing stars and flaming torches. She can also pick up and collect numerous spells which you're advised to save for the bigger nasties, including a rather unsociable blue dragon capable of spewing out a deadly stream of fire.

Throughout each world, large rune stones are located which, when collected, can be traded for more helpful items from an old sage who crops up randomly throughout the game. He's also useful for information, but only if you pay him well.

Elvira's a lot of fun, but due to the amount of time and effort lavished on the memory-intensive graphics, there's not much more than a few hours of play in the entire game. The size of the screen and positioning of the score table often hides what's coming next.

Lots of lives and a continue option make this a very playable arcade romp which, unfortunately, fails to give lasting fun.

Steve Keen

FLAIR £25.99

"Brilliant arcade fun but lacking lasting appeal"

GRAPHICS	88%
SOUND	72%
LASTABILITY	82%
PLAYABILITY	79%

OVERALL 82%

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Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!

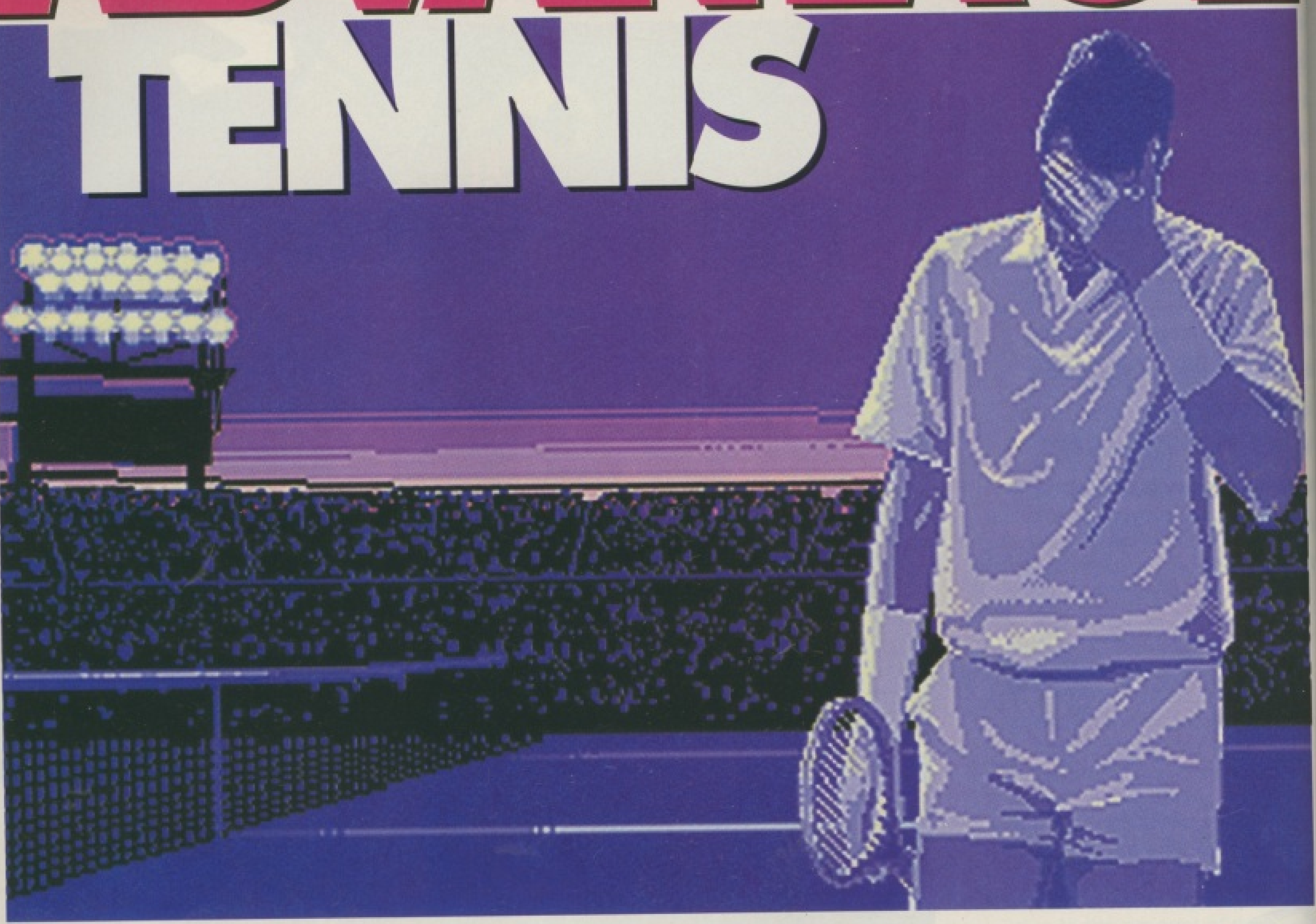




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ADVANTAGE TENNIS



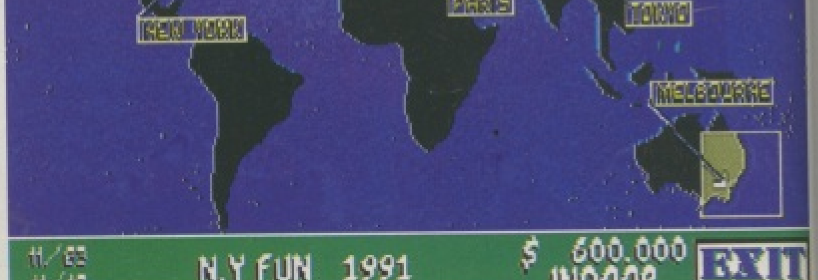
As with French fashion, Gallic software has always been just that little bit more smartly presented than our home-grown stuff. However, whilst their releases often border on the weird and lose out on playability, our French chums nevertheless know how to breathe new life into a tired format. *North And South* was a perfect example of this, and now Infogrames have come up with the goods in this revamp of tennis.

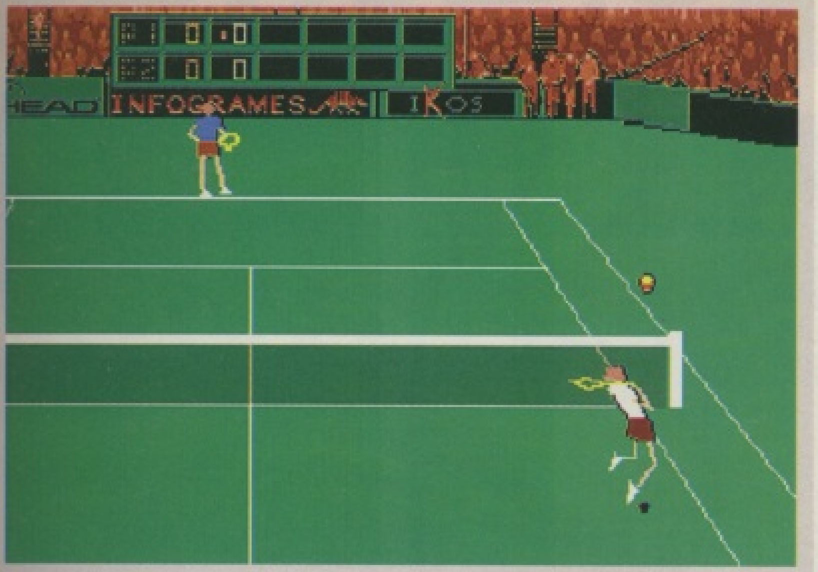
Ordinarily, there isn't a lot you can do with the sport itself, but as Sensible Software showed in their 3D incarnation for Palace, simply mirroring the number of shots in the real sport can make for a very good simulation. Thus, by adding some neat animation touches to the odd-looking players, Infogrames have created two gangly competitors who make up in terms of flexibility what they lose in general aesthetics. The court is viewed in the customary third-person perspective from behind the nearest player, and as the ball is played from side-to-side, the screen scrolls to follow its movement. Despite sounding a rather cumbersome system, this adds an almost film-like quality to the proceedings,



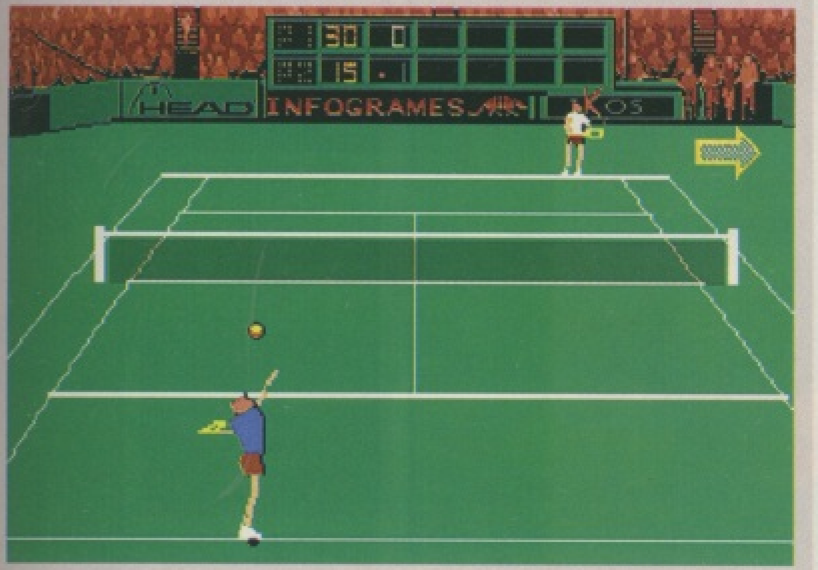
To earn money and seeding, tournaments can be chosen at your discretion. Opting for the high-earning 'show' matches can mean missing out on important league matches, though.

MOODY STARS **Tantrums and tennis seem to go hand in hand, especially in the high-earning league. The likes of Boris Becker, Jimmy Connors, and, of course, John McEnroe are all famed for matching the word 'fault' with an F-word of their own! Wimbledon just wouldn't be the same without it. . .**

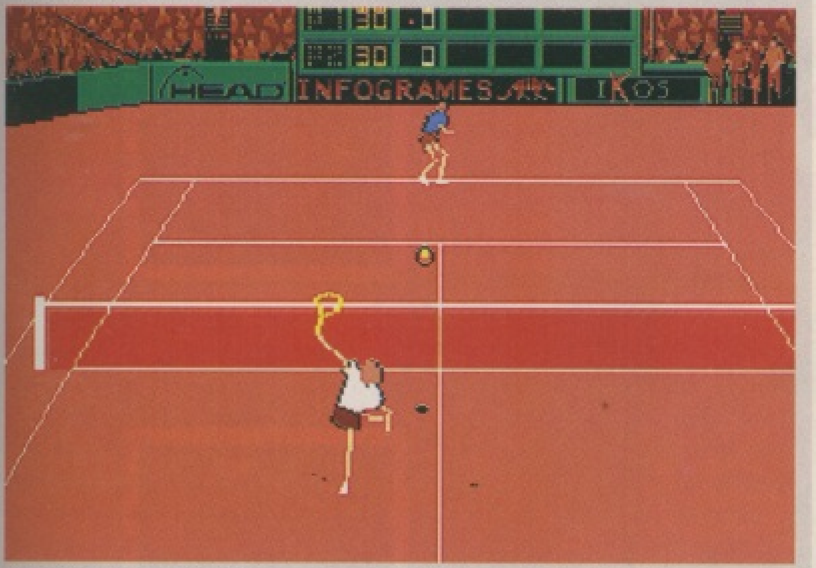




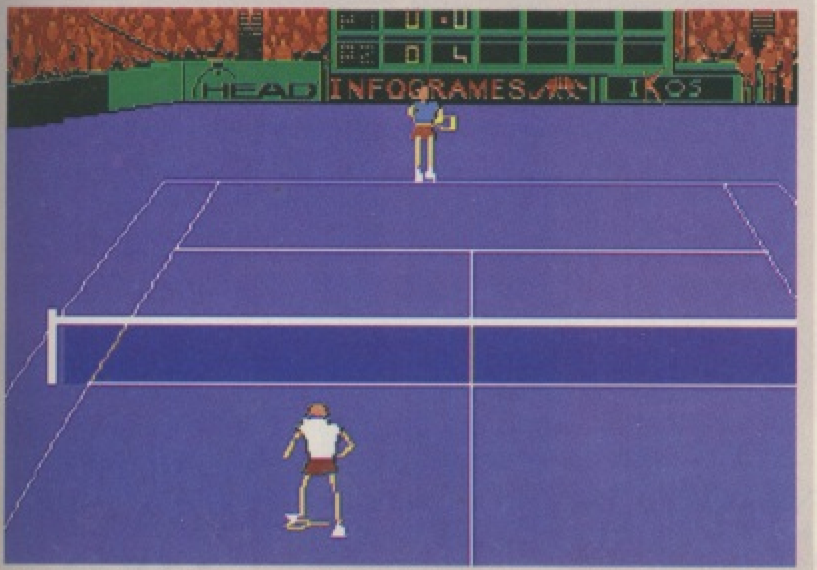
The accuracy and placing of your shot is effected by pointing the joystick where you wish the ball to land.



When your opponent serves, the computer indicates which way to move to intercept the ball with a conveniently displayed arrow.



Each player can select 'special moves' which are used with particular finesse. For instance, a shot can be hit from between your legs.



In true McEnroe fashion, is a rally results in defeat, your on-screen persona stomps on his racket whilst the victor looks on smugly.

and, as the screen frantically follows the ball during long-lasting rallies, the scrolling remains perfectly smooth.

These rallies are where *Advantage Tennis* succeeds over its rivals. In the past, companies have shied away from the fast-paced aspect of the game and, although Palace's, UBI Soft's and Loriciels' games have been adequately playable, it isn't until you've experienced net play in the Infogrames game that you realise the true potential of binary tennis. Another major benefit the game boasts is an instinctive control system, with the player plotting their shots almost perfectly using incredibly simple joystick controls. These allow the player to respond to their opponent's high lobs or sneaky net shots quickly and with pin-point accuracy. In addition, the typically comprehensive Infogrames' option panel also allows you to add particular shots to your capabilities (smashes, through the legs, etc.) as well as tinkering with the many parameters within the game.

Apart from the obvious limitations of the sport itself, *Advantage Tennis* is a near-faultless rendition of the popular sport. By looking at previous tennis games, Infogrames have taken and added to the graphical style of Palace's game creating dubious-looking but thoroughly controllable players who bob, twist mid-jump, and even stomp on their racquets after a duff shot. Additionally, though, they have completely ignored the playing systems favoured by others in the sub-genre, and their method is far more user-friendly – not to mention accurate and responsive – than any I have encountered before. I have always been a fan of the Tennis genre, and up until now always considered UBI's *Pro Tennis Tour* and the Palace game as the best on offer. With their innovative *Advantage Tennis*, though, Infogrames have lobbed those out of the court and are seeded number one as far as I am concerned.

Steve Merrett

CU AMIGA SCREENSTAR

NEW BALLS, PLEASE

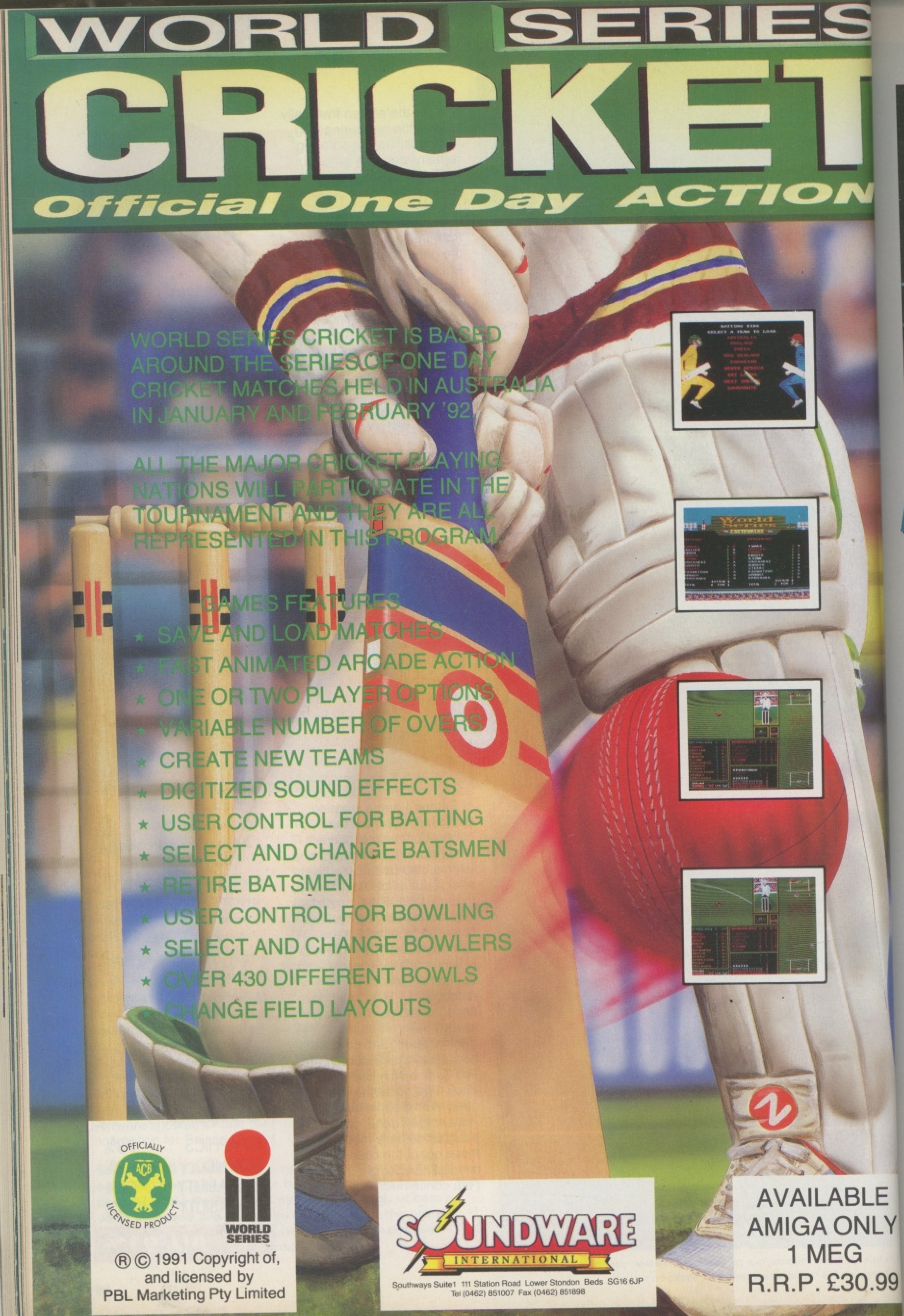
From its refined beginnings as a sport for the Gentry, Tennis has evolved into a fast-paced business, far removed from its delicate origins. Gone are the long flowing dresses favoured by the ladies, replaced by short skirts for minimum hindrance, and similarly the pleated trousers have given way to shorts and cycling shorts. Tennis is now given over almost entirely to speed and agility, with new racquets created for optimum shot strength and players given specific training for weaknesses and limitations. In addition, top-seeded players now won't cross the road for the meagre £100 Fred Perry slogged for, with prize money now regularly exceeding half-a-million pounds.

INFOGRAMES £25.99

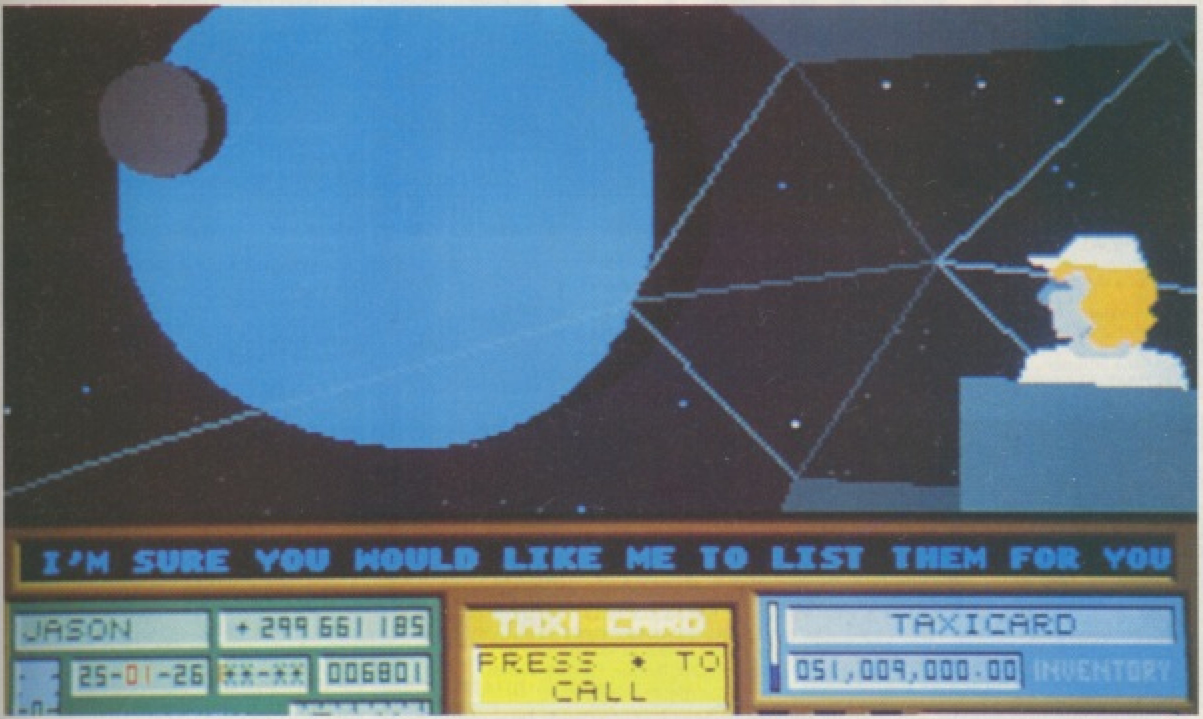
"Game, set and match to Infogrames. . ."

GRAPHICS	78%
SOUND	83%
LASTABILITY	92%
PLAYABILITY	94%

OVERALL 91%



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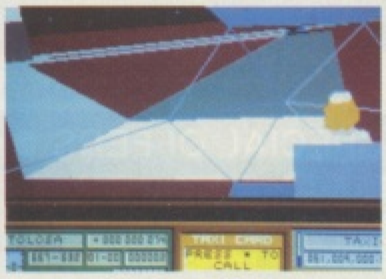
CHARACTER BIL-DING

Bil is the classic Machiavellian character seen in many a James Bond film. The richest man on planet Dion, he will stop at nothing to get what he wants. In true Bond-style, he invites you to his offices as a guest and puts all his leisure facilities at your disposal. Needless to say, you decline his bribes and let his ostentatious behaviour fuel your mission. In the corner of his office is a handy four-sided teleporter with a symbol on each face. By walking into the appropriate symbol you can beam to another point on the planet. Remember the codes you use and you can beam directly back again.

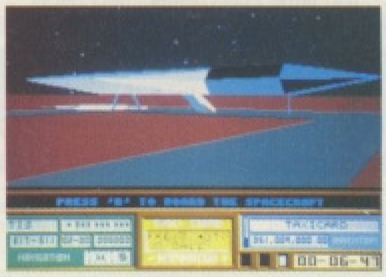
MERCENARY III

THE DION CRISIS

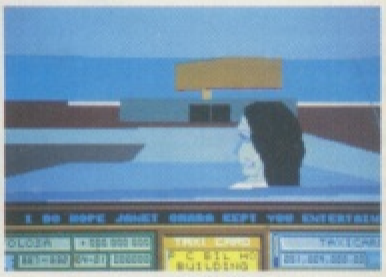
Two years after the events in *Damocles*, and a spell inside, our hero emerges from the Time Warp prison on Metis for a new adventure. With dreams of retirement and a 50,000,000 cred reward for saving the planet he's going to have some fun. Yet things on the world are not as harmonious as he'd like, and industrial mining tycoon P.C. Bil is planning to rip the heart out of the planet the Merc fought so hard to save. Hanging up the pipe and slippers for a little while longer, you decide to save the environment one last time.



The ever-so-charming female piolot of P.C. Bil's space cruiser provides you with a few vital clues.



One of the forms of transport available to you. Climbing aboard this baby lets you explore the planet.



Just one of the characters who ferry you around the planet for exorbitant prices. Don't tip!

Aided by a computer sidekick, Benson, you'll quickly realise just how big a task this is going to be. The planet is huge, with 3D polygon buildings littering the landscape, and there are at least four more planets to explore. Transport plays a major role in the success of your mission. However, although the public system is easily accessible, taxis and space shuttles are free while enjoying P.C. Bil's legendary hospitality. This 'hospitality' doesn't last long, though. Once exploring on your own you realise that 50,000,000 creds is not as much money as it was two years ago. A 60 second taxi ride suddenly costs more than a beachside apartment on Venus! You can walk and run but most of the buildings you visit are very far apart and take days to reach.

The main reason for taking a cab around the world is to get information. The various drivers/pilots impart tit-bits about P.C. Bil and drop clues on how to reach him. One driver lets slip that Bil's standing for president and that you would make a great candidate. It doesn't take a genius to work out what to do next! In fact, the programmers have included six separate solutions to the game, five of which are included inside the box in sealed envelopes. Each one gives a varying degree of the solution from 50 to 90 percent. The last solution remains a secret for the player to discover.

Interaction with the virtual world is limited to picking up objects, examining them and talking to people. There are also opportunities to trade and sell objects collected in the Trading Posts with hagglers preferring to operate with commodities although they'll take your cash if you ask them nicely. Slipping inside ground vehicles, spacecraft and aircraft is also possible if you have the right key and/or money. The latter also doubles as a ground vehicle, allowing you to speed across the planet's surface. By suddenly pulling up the nose, it's possible to leave the atmosphere for the occasional dog fight with Bil's private fleet.

Vast the world may be, detailed it's not, and although there are lots of buildings to explore, including Bosher's Bar, the Bank and Space Ports, their contents are as interesting as the complete memoirs of Donald Sinden. Uncle's Casino, where you can gamble for the jackpot of up to 50 million and disrupt the economy at the same time, consists of a large four-walled room and a single square machine. Most of the buildings have more than six floors with four of them totally empty!

Apart from the space shoot 'em up much later in the game, it's the usual 'gather object, find clues and progress'. It's feasible to wander around Dion for hours without accomplishing anything. Sound throughout is limited to pings, pops and grinding noises; nothing is really special and apart from the jet engine noises it's unconvincing and lacking. I prefer a more involved adventure.

Steve Keen

NOVAGEN £29.99

'A reasonable place to visit, but don't live here'

GRAPHICS	79%
SOUND	67%
LASTABILITY	69%
PLAYABILITY	70%

OVERALL 70%

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RED BARON

Oh dear, you get the feeling you're looking at a slap-dash conversion when you find the Amiga instructions on an additional slip of paper (in this case it was hidden between two maps and passed almost unnoticed), and the shots on the packaging are from the PC version.

As is usual with most flight simulations the presentation in this is excellent. The manual is large, and full of stories, biographies and bits of information that no aircraft or military enthusiast should be without. Very little of this has any relevance to the game, and, provided you found your Amiga instruction sheet, you can play the game without opening the book.

First impressions on loading were good. There are plenty of menus and options to check out, and you get a digitised picture of each ace pilot plus a short resume of their careers. If diving headlong into the First World War isn't your idea of relaxed game-playing, you can start off slowly on a training mission or zip about pot-shotting Jerry then hit the escape key before they get a chance to fire back.

There's an awful delay between selecting a mission and it actually loading. Although the graphics are really nice, with the machine running in 32-colour mode, this leads to the slowest handling game I have ever seen. On a high detail level it can run as slow as one frame per second, and even with minimal detail and wire-frame aircraft the game is still too sluggish to be playable.

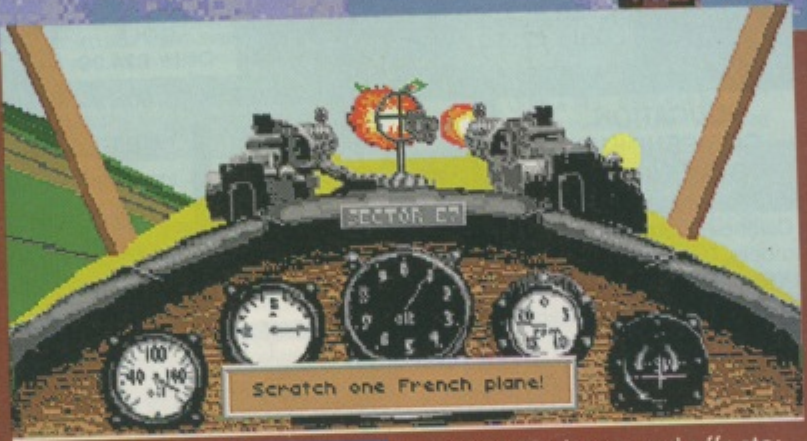
Likewise, there are problems with the sound effects: they're nicely digitised, but the drone of the engine is extremely annoying and cannot be switched off. All of this plays havoc with the Amiga's memory, which restricts the game to one meg machines – and even then there's a warning in the manual that it might have trouble running even with the extra memory.

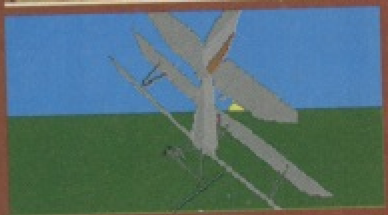
Naturally you start off as a raw recruit, with no medals, no rank and no handle-bar moustache. The missions range from relatively easy tasks, such as shooting unarmed observation balloons, to intercepting enemy squadrons. You don't fly alone as you're usually teamed with a squadron of rather unpleasant pilots. Your comrades, when not getting shot down, have a nasty habit of letting you shoot up a plane then diving in at the last minute to claim the kill.

Medals are awarded for valour 'above and beyond the call of duty', which basically means you have to take on a large number of enemy aircraft single handed. As your reputation grows, you can go one-on-one against an enemy ace. These are better than the average pilot, although I found taking out one ace a lot easy than dealing with two normal pilots.

Red Baron has some great points but some awful flaws. The ideas are there, and so are the graphics and sound effects – it's just that the game runs slower than a slug iced to a paving slab.

Mark Patterson









Be careful who you shoot at as it's difficult to tell the enemy from your own planes from a distance.

THE RFC NEEDS YOU!

Contrary to popular belief, a pilot rarely saw a plane during his training period. Instead he would be confined to quarters while he grew, and learned how to maintain, his handle-bar moustache. A pilot also had to be honourable in victory, which meant he had to show respect, rather than a v-sign, to downed pilots.

The parachute had been around for years by the time the war started. The Germans were first to employ it in an airforce. The Royal Flying Corps, however, went without after its commanders reasoned that bailing out would be tantamount to abandoning government property.

DYNAMIX £34.99

'A poor conversion which lacks speed. . . '

GRAPHICS	61%
SOUND	75%
LASTABILITY	63%
PLAYABILITY	60%

OVERALL 64%



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Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

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Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

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NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

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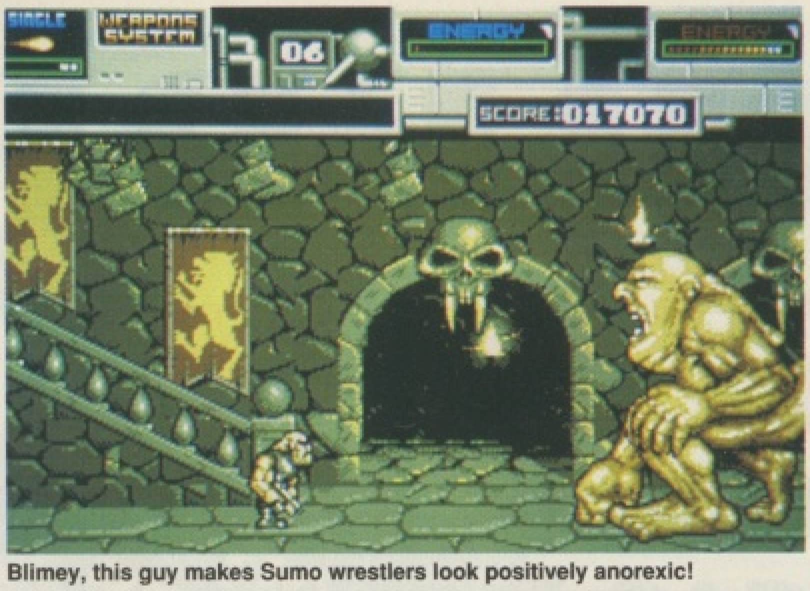
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It's the 21st Century and a massive explosion at a nulcear weapons factory has spread a radioactive cloud over much of the old Soviet Union and Finland. Now sealed off, reports have started to trickle in of strange mutated creatures roaming the 300 square miles of radioactive wasteland. Beyond recognition, these once-human creatures have been transformed into hideous abominations intent on gaining control of the abandoned nuclear plant and unleashing its nuclear arsenal on the rest of the world. As a genetically-engineered super soldier you've been hand-picked for the task of stopping the mutants from carrying out their plans and destroying the nuclear weapons plant for good.

This somewhat hackneyed scenario is the basis for 21st Century's new horizontally-scrolling shoot 'em up which pits the player against hoards of mutant nasties and renegade soldiers in your attempts to save the day. The first three levels of the game involve yomping across a variety of radioactive wastelands including a volcanic area with steaming pits of lava and firebreathing dragons to contend with, a frozen landscape full of ED-209 lookalikes and huge super tanks, and an ancient castle which comes with its own resident collection of subnormals waiting to kick your butt. Once you've managed to blast your way through that lot, it's onto the nuclear base where a motly collection of super mutants lie in wait, including a huge mother alien spitting its acid-based venom in all directions.

Despite the game's graphical finesse, *Rubicon* attempts to cram too much action into too small a space with the result that some poor coding ensures the action slows up considerably when the screen becomes unduly packed with flying pterodactyls, rockets or some of the larger sprites. Most of the sprites are also poorly animated which only serves to undermine the mood created by the lush level graphics. There's a whole host of power-ups on offer, ranging from a bog-standard laser to jetpacks, heat-seeking missiles, a napalm thrower and laser bolts, but these are merely window dressing used to tart up a game that offers nothing new and to hide the fact that the game offers little challenge to the experienced gamesplayer. Nice graphics, shame about the game. . .

Dan Slingsby



Blimey, this guy makes Sumo wrestlers look positively anorexic!



The skeleton might look like a worthy opponent but the effect is spoilt by some poor animation and equally disappointing intelligence routines.



THE SPRITE STUFF

There's certainly a lot of action squeezed into the game's seven levels and the playability has been set so it's not a walkover but isn't incredibly hard, either. The 32-colour graphics are superb and some of the sprites are gigantic finely-detailed creations, making your tiny sprite seem even smaller by comparison. The super-soldier you control looks just as much a mutant as the creatures he fights as he's a rather squat character in much the same mould as the sprite used in Ocean's *Total Recall*. Each level comes with its own graphic style ranging from the molten lava pits and volcanic landscape of the first level to the futuristic wasteland populated with all kinds of mechanical and robotic monstrosities.

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"Plenty to shoot at but little real challenge. . ."

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❑ **1665 BATTLE FORCE ROLE PLAYING** Fight in robot form within this excellent game.
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❑ **1707 IMPERIUM** Another excellent strategy game based apon Roman time.
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❑ **1747 LLAMATRON GAME 2001 By Jeff Minter** Briliant stuff & Excellent production
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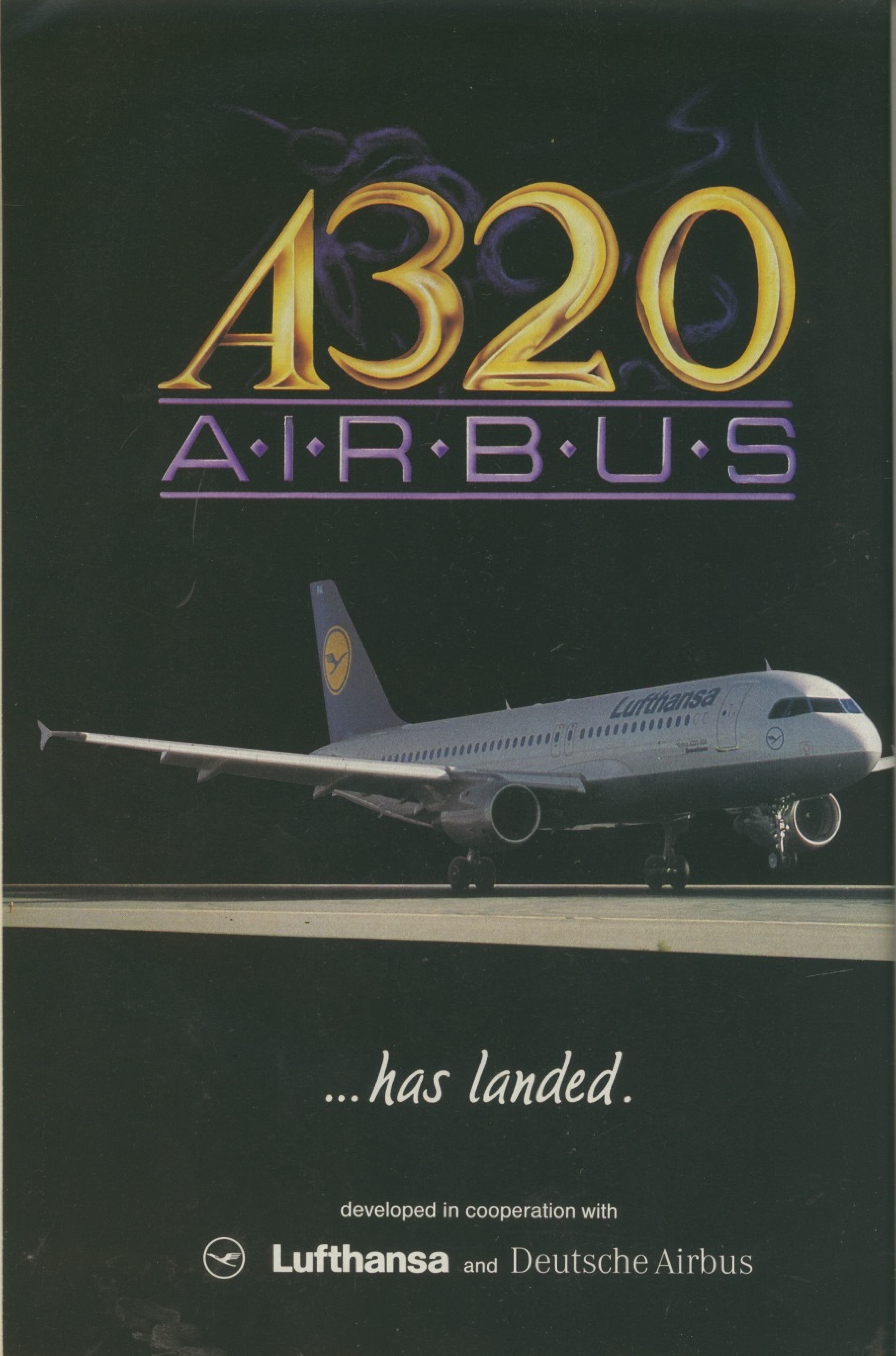
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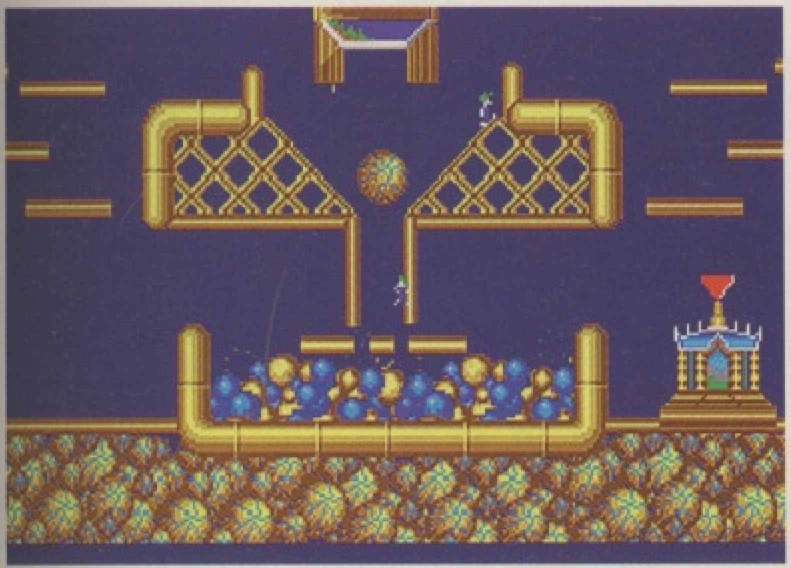
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OH NO! *MORE* LEMMINGS

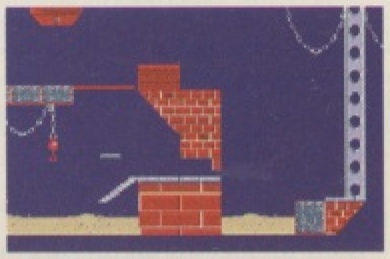


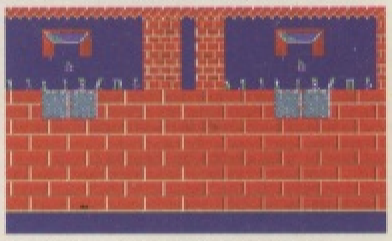
They're back! Those loveable mop-tops, The Lemmings, star in another action-packed 100-level game with more tricks and traps up their sleeves than Tommy Cooper. Late night gamers beware!

The cuddly class of 'Nuke 'Em High' return for another riotous assault on the senses with (count 'em!) 100 new levels of frustrating puzzles and brain-straining fun. After the runaway success of the first *Lemmings* game, which never left the charts all year, the inevitable sequel looks set to repeat its predecessor's spectacular success.

The new disk (available as a stand-alone game or a marginally cheaper data disk) has all the addictive ingredients of the first game. Levels range from 'Tame' through to 'Havoc' and feature some ingenious puzzles and traps to tax even the most ardent of *Lemmings* addicts as you seek to guide your suicidal critters over some pretty arduous assault courses.

There's no denying that Psygnosis and *Lemmings* creators, DMA Design, have gone all out for value for money, and the 100 levels *will* keep you busy for a long, long time, but the fact that there's nothing new on offer is a bit disappointing. With work already started on *Lemmings 2*, I suppose it's





Unfortunately, DMA have done away with the tacky musical scores of the original game and opted for the same music for each level.

understandable that Psygnosis don't want to give too much away with this new offering, but a few more Lemming icons other than the standard diggers and climbers would have been a nice touch. A little more variety in the graphics department wouldn't have gone amiss, either, as it all starts to look a bit 'samey' after a while.

As it stands, the first 20 levels of the new game are almost embarrassingly easy to solve and are not even

JUMP TO IT!

To help you with such a frustrating game, we've managed to work out the access codes for all 80 levels. There's no need for words of thanks, just send those £5 notes to me at the usual address. Ta!

TAME

1	Down and Out Lemmings	
2	Rent a Lemming	IHRTDLCCAR
3	Undercover Lemming	LRTDLCADAO
4	Downwardly Mobile Lemmings	RTDLCILEAH
5	Snuggle Up To A Lemming	TDLCAHVFAQ
6	Intsy Wintsy... Lemming	DLCIHVTGAJ
7	Who's That Lemming	LCALVTDHAG
8	Danger Zone	CILVTDLIAP
9	And Now This...	CAIPUDLJAQ
10	New Lemmings On The Block	IHRUDLCKAK
11	With Compliments	LRUDLCALAH
12	Citizen Lemming	RUDLCILMAQ
13	Thunder Lemmings Are Go	UDLCAHVNAJ
14	Get A Little Extra Help	DLCIHVUOAS
15	Not Just A Pretty Lemming	LCALVUDPAP
16	Gone With The Lemmings	CILVUDLQAI
17	Honey, I Saved The Lemmings	CAHRTFLBBL
18	Lemmings For Presidents	IHRTFLCCBE
19	Lemming Productions Present	LRTFLCADBR
20	Custom Built For Lemmings	RTFLCILEBK

CRAZY

1	Quote: 'That's A Good Level'	TFLCAHVFBD
2	Dolly Dimple	FLCIHVTGBM
3	Any Lemmings Make Level Work	LCALVTFHBJ
4	Lemming Express	CILVTFLIBS
5	24 Hour Lemathon	CAHRUFLJBE
6	The Stack	IHRUFLCKBN
7	And Now, The End Is Near	LRUFLCALBK
8	Keep On Trucking	RUFLCILMBD
9	On The Antarctic Coast	UFLCAHVNBM
10	Rocky VI	FLCIHVUOBF
11	No Problemming!	LCALVUFPBS
12	Lemming Friendly	CILVUFLQBL
13	It's A Trade Off	CAHRTDMBCL
14	Time Waits For No Lemming	IHRTDMCCCE
15	Worra Load Of Old Blocks	LRTDMCADCR
16	Cross The Gap	RTDMCILECK
17	Digging For Victory	TDMCAHVFCD
18	No Problem	DMCIHVTGCM
19	Don't Panic	MCALVTDHCJ
20	Ice Ice Lemming	CILVTDMICS

WILD

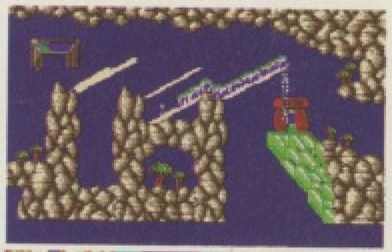
1	Pop Yor Top	CAHRUDMJCE
2	Lemming Hotel	IHRUDMCKCN
3	Lemming Rythms	LRUDMCALCK
4	Meeting Adjourned	PUDMCKLMCD

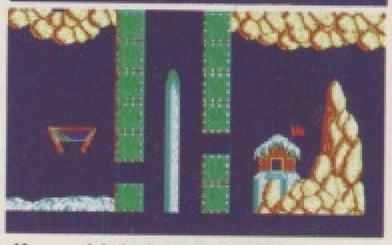
OH NO! MORE LEMMINGS

worth playing. Fortunately, the remaining 80 levels offer more challenging puzzles and certainly had me pulling out my hair in frustration more than once. In fact, they're probably a little too hard in places and, if it wasn't for some handy access codes (Yes, I know, I'm nothing but a snivelling cheat), I might have given up on reaching some of the later levels all together! Even when you've sussed how to complete a particularly devious level, it's often a matter of precision timing which sometimes can prove just too pernickety to pull off.

Oh No, More Lemmings is exactly what you'd expect it to be and if you liked the first game then you'll definitely find this to your liking. At £19.99 the data disk does seem a tad expensive, but it's one game which will certainly bear the test of time. You'll probably still be playing this a year from now!

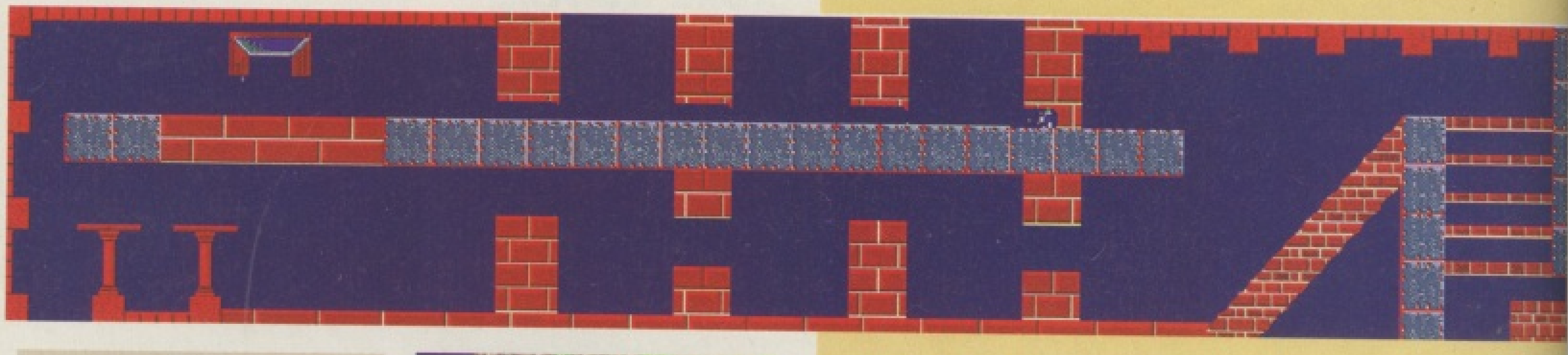
Dan Slingsby





If you think the original *Lemmings* was hard, just wait until you try to solve some of these.

5	Lemming Head	UDMCAHVNCM
6	Just A Quicky	DMCIHVUOCF
7	You Take The High Road	MCALVUDPCS
8	It's A Tight Fit	CILVUDMQCL
9	Ice Station Lemming	CAHRTFMBDO
10	Higgledy Piggledy	IHRTFMCCDH
11	Mutiny On The Bounty	LRTFMCADDE
12	Snow Joke	RTFMCILEDN
13	Onward And Upward	TFMCAHVFDG
14	Ice Spy	FMCIHVTGDP
15	The Silence Of The Lemmings	MCALVTFHDM
16	Take Care, Sweetie	CILVTFMIDF
17	The Chain With No Name	CAHRUFMJDH
18	Dr. Lemminggood	IHRUFMCKDQ
19	Lemmingdelica	LRUFMCALDN
20	Got Anything... Lemmingy?!	RUFMCILMDG



SUICIDE IS PAINLESS

There can be few gamesplayers who have not succumbed to *Lemmings*-mania during the past year, but here's a beginner's guide for those guilty of just such a heinous crime.

The aim of each level is simple: guide a small army of suicidal lemmings across an obstacle-filled screen to the safety of their home. This isn't as easy as it sounds as lots of hidden traps await our hapless friends as well as some mind-bogglingly devious puzzles. A minimum number of lemmings have to be rescued each go, and if you don't make the quota you have to play the level again (and again, and again...). Once completed, an access code means you can skip that particular level when you come to play the game again, so write it down and keep it safe...

At the bottom of each screen is a bank of icons. Each icon depicts a lemming performing a different task such as climbing, digging or building. By clicking on the appropriate icon with the mouse pointer and then on a lemming you can make the furry critters do exactly what you want. This is harder than it at first appears, as timing a move is all-important and if you slip up your lemmings will do what comes naturally: hurl themselves off cliffs to their doom! To make matters even worse, there's also a time limit for each level – boy, they sure don't make life easy!



Spot on timing is needed to overcome some of the obstacles.

PSYGNOSIS £25.99/£19.99

"As good as the original, but offers nothing new"

GRAPHICS	82%
SOUND	70%
LASTABILITY	87%
PLAYABILITY	80%

OVERALL 84%

WICKED

1	LeMming ToMato KetchUp FAcility	UFMCAHVNDP
2	Introducing SUPERLEMMING	FMCIHVUODI
3	This Corrosion	MCALVUFPDF
4	Oh No! It's The 4TH DIMENSION	CILVUFMQDO
5	Chill Out!	GAHRTDLBEQ
6	PoP TiL YoU DrOp	IHRTDLGCEJ
7	Last Lemming To Lemmingcentral	LRTDLGADEG
8	A Towering Problem	RTDLGILEEP
9	How On Earth?	TDLGAHVFEI
10	Temple Of Love	DLGIHVTGER
11	Rocky Road	LGALVTDHEO
12	Suicidal Tendencies	GILVTDLIEH
13	Almost Nearly Virtual Reality	GAHRUDLJEI
14	The Lemming Learning Curve	IHRUDLGKES
15	Spam,Spam,SPam, Egg And Lemming	LRUDLGALEP
16	Five Alive	RUDLGILMEI
17	Down The Tube	UDLGAHVNER
18	Lots MoRe wHeRe TheY caMe fRom	DLGIHVUOEK
19	Up, Down Or Round And Round	LGALVUDPEH
20	The Lemming Funhouse	GILVUDLQEQ

HAVOC

1	Tubular Lemmings	GAHRTFLBFD
2	Be More Than Just A Number	IHRTFLGCFM
3	It's The Price You Have To Pay	LRTFLGADFJ
4	The Race Against Cliches	RTFLGILEFS
5	There's Madness In The Method	TFLGAHVFFL
6	Now Get Out Of That	FLGIHVTGFE
7	Creature Discomforts	LGALVTFHFR
8	Lemming About Town	GILVTFLIFK
9	AAAAAARRRRRRGGGGGGHHHHHH!!!!!!	GAHRUFLJFM
10	Flow Control	IHRUFLGKFF
11	Welcome To The Party, Pal!	LRUFLGALFS
12	It's All A Matter Of Timing	RUFLGILMFL
13	Highland Fling	UFLGAHVNFE
14	Synchronised Lemming	FLGHIVUOFN
15	Have An Ice Day	LGALVUFPFK
16	Scaling The Heights	GILVUFLQFD
17	Where Lemmings Dare	GAHRTDMBGD
18	Lemmings In A Situation	IHRTDMGCGM
19	Looks A Bit Nippy Out There	LRTDMGADGJ
20	LOoK BeFoRe yoU LeAp	RTDMGILEGS



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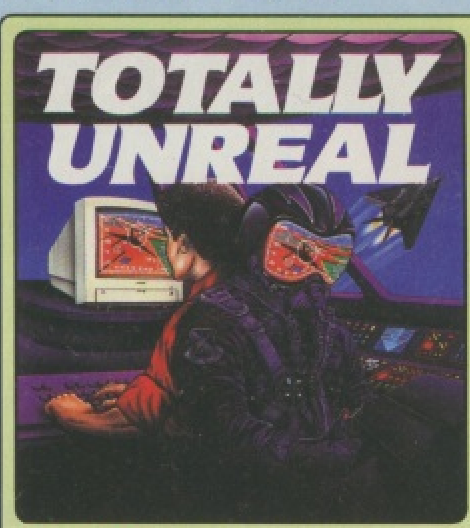
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POPULOUS WORLD EDITOR

If your copy of the original *Populous* is reaching the end of its useful life and spends more time locked in the games cupboard rather than sitting in the disk drive, then this useful editing program will help you design unlimited new worlds to conquer as well as subtly altering much of Bullfrog's aging god sim's original level data.

This doesn't merely entail some superficial tarting up of the original *Populous* graphics, though. The editor comes with five completely finished worlds which can be imported to replace those of the existing Green world. These include a Western world complete with saloon bars and cowboys and indians and a bizarre Fast Food world populated by gigantic pizzas and bags of chips. Others include a futuristic Space world, a world based on the French Revolution and a Generic world which consists of very basic building blocks.

But that's not the end to this marvellous program's capabilities. It's also possible to import IFF files from other graphic programs and incorporate these into your own designs or, by using the somewhat basic paintbox options of the Editor, change the original *Populous* designs to those more to your liking. Graphic tools at your disposal include draw, fill, and merge options as well as a 16-colour palette. Once you're happy with your newly-designed homeland and sprites, all that's required is to save them to disk and load them into the original *Populous*.

Specific game parameters can also be altered, such as the birth and death rates of your subjects, the level of Manna that each household produces, and the intelligence of individuals (to produce better weapons). Fatal water can be made merely harmful, bottomless swamps turned into shallow bays and every form of disaster either controlled or allowed to run unchecked.

Using the editor is simplicity itself, even for those of very limited technical ability. If you can find your way around *DPaint*, then you'll have no problem with this. It's so intuitive that I didn't even have to consult the manual before I was busily designing my own rather abstract lands. Perhaps the Paintbox tools aren't brilliant, but the ability to import IFF files more than makes up for this failing. What makes the program even more appealing is the price which is a very competitive £14.99. Definitely a must for all *Populous* fans.

Dan Slingsby

GOT THE WHOLE WORLD IN YOUR HANDS...

Surprisingly, the *Populous World Editor* isn't the work of Romford-based Bullfrog, but has been designed and programmed by Alexander Kochann and Oliver Reiff, two highly talented graphic artists. Hailing from Germany, the two men were so impressed with the original game that they set about designing their own gaming worlds for a friend, and, as one idea led to another, they ended up with a complete editing program. After showing their work to Bullfrog publishers, Electronic Arts, at the Amiga '90 show in Cologne, the pair were immediately signed up. After some reworking and bug testing of their program by Bullfrog themselves, the disk has finally been made available.



By selecting an image and then clicking on the edit option, the Paintbox screen appears with the graphic to be changed displayed in the Edit field.



It's back to the days of the Wild West and cowboys and indians thanks to one of the finished lands contained withing the World Editor.



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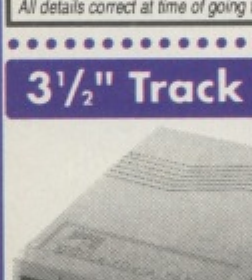
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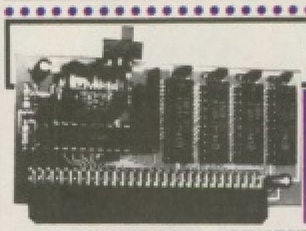


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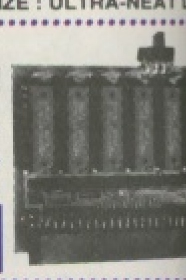
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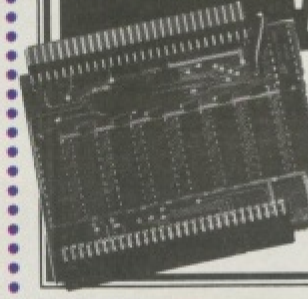
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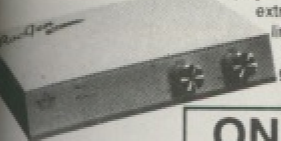


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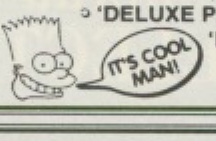
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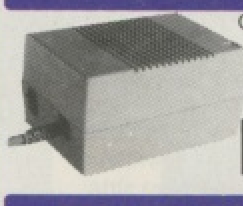
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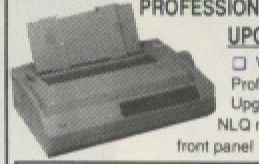


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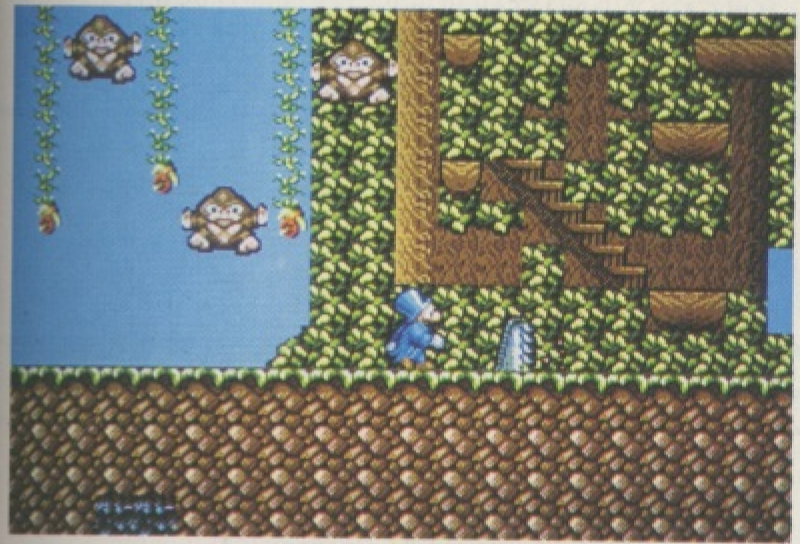
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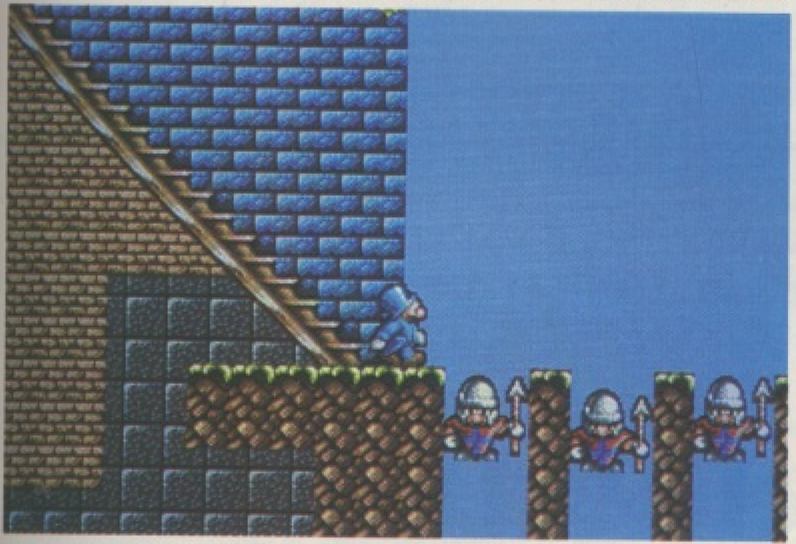
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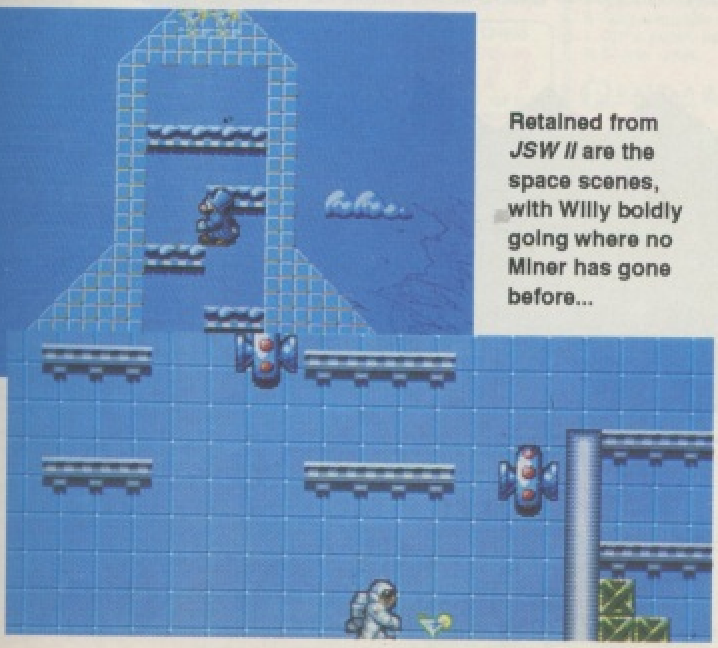
JET SET WILLY







All the old favourite rooms are present: The Attic (minus the bug!), The Wine Cellar, and The Kitchens. However, the scrolling means that they aren't named now.



Retained from *JSW II* are the space scenes, with Willy boldly going where no Miner has gone before...

Ah, 1984... Madness reigned supreme in the charts, alongside Bucks Fizz and Modern Romance, and Maggie Thatcher was in her second term of office. The year also saw the release of one of the most eagerly-awaited computer game sequels ever – *Jet Set Willy*, the follow-up to the classic *Manic Miner*. Despite being riddled with more bugs than the Kennedy clan's bedrooms, *Jet Set Willy* was the first ever arcade/adventure, with the player controlling the nouveau-riche ex-Miner, Willy, as he collects the glasses from around his house after an almighty binge. Now, after eight years absence from our screens, *JSW* has been converted to the Amiga, with the extra screens its sequel contained added as a bonus.

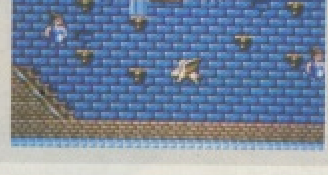
In converting *Jet Set*'s predecessor *Manic Miner* to the 16-bit formats, Software Projects hedged their bets by including both the dated Spectrum original and a smart new version with flash scrolling and numerous other bells and whistles. Oddly enough, the original won the most fans, so it's a great surprise to note that the sequel only contains the updated version. The main problem with the graphic style that Software Projects have opted for is that somehow the games just aren't the same. Whereas *Manic Miner* was originally a series of single-screen levels, the updated version went for scrolling screens, and the flick-screen mansion of *JSW* has been dumped in favour of a scrolling building – losing a lot of the game's character in the process.

One of the nicest things about the original was that its rooms were revealed gradually as progress was made. Hence, rooms such as 'The Attic', 'The Sewers', and 'The Garden' became catchwords among fans – sadly, the names have been lost in the transition and, although this is the extended version, a few of the 133 rooms are conspicuous by their absence. Although this sounds rather damning, fans of the original will instantly be at home with the layout of the rooms, and the weird selection of nasties have all retained the traits of their forerunners. In addition, the actual gameplay stands up quite well, with intricate puzzles requiring pixel-perfect positioning and timing. In all, the Amiga version of *Jet Set Willy*, whilst not the game perhaps I was hoping for, is still a playable affair. However, I can't help but wish that Software Projects had put the original version on the disk, too, then everybody would be happy.

Steve Merrett

BUG-GER ME!

In keeping with its 8-bit parent, Amiga *Willy* also has its fair share of annoying bugs. Although it's not as severe as the ones that plagued Spectrum owners, care must be taken or your entire stock of lives will be eaten away. If Willy dies due to falling off a ledge, he is automatically placed in the last position before he fell – and this can be next to the ledge! This is annoying as the game requires pixel-perfect positioning and Willy must often move as far off the edge of a platform as possible if he is to clear a large gap.



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"Not as good as the original, but still fun."

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OVERALL 70%

SUPERHEROES



Following their Bond compilation, Domark have bundled together a series of butch heroes who, more or less, fit the package's description. Unfortunately, though, compared to their stars, the games themselves are light-weight stuff. Starting with System 3's disowned *Last Ninja II*, it is obvious to see why the Harrow-based martial arts experts abandoned this 8-bit update. Rushed out by Activision, *Ninja II* has none of the charm or playability of the 8-bit originals and looks even weaker when compared to *Ninja III*. Bland puzzles and ordinary gameplay relegate this to the Chuck Norris league of martial art heroes, rather than up with the Bruce Lees. U.S. G's *Indiana Jones And The Last Crusade* is next, and completely wastes an otherwise hot licence. See Indy jump, see Indy run, see Indy die thanks to the dodgy collision detection – average platform fodder.



The package raises above mediocre with Domark's *Spy Who Loved Me*, a multi-stage shoot 'em up comprising vertically-scrolling and *Op Wolf*-style stages. Unfortunately, U.S. G's *Strider II* is stretching credibility somewhat, as it bears no relation whatsoever to the original coin-op. Gone are Hru Strider's athletic powers and agility, instead he can turn into a clunky robot which has all the agility of a dustbin. A substandard collection, there's nothing to recommend in Superheroes, and this represents dire value for money.

DOMARK OUT NOW £29.99 53%

RICK DANGEROUS

Firebird's square-jawed hero's debut gets another airing, and he's just as fresh as when he first appeared. Basically an extension of the popular platform genre, *Rick* takes an Indy-style scenario set over five stages and mixes in some of the most devious traps and pitfalls you are ever likely to encounter. Graphically, the game is excellent, with squat and detailed sprites set against deliberately bland backdrops – which even feature a black and white mode for B-movie buffs. The five levels are incredibly tough, with loads of natives and Nazis to shoot, prod, or blow up, and a series of secret rooms awaiting your attention

Rick D is one of the best platforms games I've ever played, and is an absolute steal at its new price. What's more its superb playability ranks alongside *Head Over Heels* and *Z-Out* as budget must-haves. Get one today.



KIXX OUT NOW £7.99 95%

Steve Merrett, CU's resident skin flint, peruses the veritable cornucopia of budget games set for release this month. . .

CHAMPIONS

Famed for their *Man Utd.* games, Krisalis have bundled together the first game in the series with *Jhangir Khan's Squash* and *Boxing Manager*. Whilst the mixing of the three sports is commendable, only the Footy game is above average. Despite several playability shortcomings, Man Utd is still a solid – if basic – kick around, with large sprites and an easy control system, but don't expect it to be as playable as its refined sequel. As for *Squash*, this suffers from dodgy collision detection which is hampered by the odd perspective. Perhaps if the court had been viewed from directly behind, the game would have been more playable, but as it stands it's a little too confusing. Finally, for those who want more strategy, you can earn a packet by organising bouts and training fighters. All the elements of Boxing management are catered for (except there's no Don King fright wig supplied), but it doesn't capture any of the excitement of the real thing. This is mainly due to the hands-off fight sequences, but even so it still doesn't gel. Champions is let down by the amateurishness of its players.



KRISALIS OUT NOW £25.99 66%

RAINBOW ISLANDS

This is quite simply the best budget game you are ever likely to see. After months of wrangling between Ocean and Microprose, the Mancunian giant finally won the right to release Graftgold's near-perfect conversion of the Taito coin-op, and after selling bucketfuls as a full-price game, here it is as a budget release. The sequel to *Bubble Bobble*, *Rainbow Islands* is a seven-level platform affair, starring the ever-cute Bub as he tries to clamber to the top of the screen. The levels are based on set







themes, such as Vampires, Toys, and Armies, and along the way, numerous theme-related nasties leap at our dungaree-clad hero. Pressing the firebutton, however, launches Bub's secret weapon – a deadly rainbow. Not only do these kill nasties, but they can also be used to climb across previously inaccessible areas. With loads of bonuses, arcade-quality graphics and some of the most addictive gameplay you'll ever witness, *Rainbow Islands* is quite easily a contender for the best Amiga game of all time. Everything about it is stunning, and I find it impossible to fault.

A top-notch budget release, *Rainbow Islands* is THE essential purchase and if you are a member of the trio who haven't already seen it, bought it and played it to death, do yourself a favour and do so now. The world needs more games like this.

THE HIT SQUAD OUT NOW £7.99 97%

GAME OF THE MONTH

QUEST AND GLORY

Cobbling together a batch of more cerebral games for compilation is an idea which is long overdue, so thank goodness for UBI Soft's Quest And Glory pack. Comprising *Midwinter*, *Iron Lord*, *BAT*, *Cadaver*, and *Bloodwych*, this pack will outlast virtually any other on the market thanks to the lasting nature of its contents. Both *Midwinter* and *Cadaver* are recognised as classics of the arcade/adventure genre, and none of the rest are by any means weak. *Cadaver* was the Bitmaps' first exploration into the adventure genre, whilst *Midwinter* takes you to the icy heights as you seek to recruit a party to overpower an evil General. The others are basic extensions of the style set either in space or in catacombs of some sort, and round off this excellent compilation perfectly.



UBI SOFT OUT NOW £29.99 92%

2 HOT 2 HANDLE

Ocean's compilation machine offloads another batch of recent releases. Opening with the martial arts larkings of *Shadow Warriors*, we are into playable coin-op territory. This is an enjoyable extension of the *Double Dragon* theme, but lasts longer and is infinitely more playable. More arcade tomfoolery next from *Golden Axe*. Converted by Dementia, *Axe* is a near-perfect coin-op conversion. Graphically, the sprites are large and complement the attractive backdrops nicely. However, the game is a little too easy, but as compilation fodder, though, it's excellent value.

Virgin's *Super Off-Road Racer* is up next, and is probably the best variant the limited *Super Sprint* sub-genre can offer. The conversion is extremely playable with loads of turbos and extra features to add to your vehicle. Finally, we end with *Total Recall*. This Amiga adaptation reuses the popular mixture of driving and platform scenes. Apparently, this was written in a



rush, and it certainly shows. However, this an excellent compilation and well worth the outlay.

HIT SQUAD OUT NOW £25.95 90%

SOCCER STARS

The Footy genre has long since been championed by Anco's *Kick Off II*, and consequently the other three games supporting it in this compilation look rather stale. Leading with Anco's classic and its stunning playability and brilliant lasting appeal, the rest of the compilation consists of the decidedly fourth division *Emlyn Hughes' International Soccer* and *Microprose Soccer*, to the Vauxhall Conference struggler, *Gazza II*. With the exception of *Emlyn*, these all use the overhead view, but none can compete with *Kick Off II*. Anco's game features an easy to use but thorough control system, along with more shot styles than any other game, and the others just can't compete. Soccer Stars is only worth buying for *Kick Off II*, and that's cheaper as a stand-along product, so you know what to do...





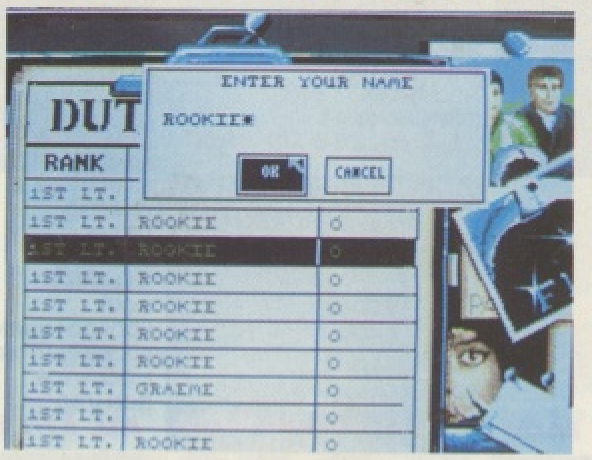
EMPIRE OUT NOW £25.99 65%

TOP LEAGUE

Although fairly new to the compilation scene, UBI Soft's second gathering of titles offers a nice balance of game styles. The high-point of the compilation is *Speedball II* which is still THE most playable futuresport to date. It's fast, it's rough and it will take you ages to top the Speedball league. And once you've done that, it's time to strap on those pads for *TV Sports Football*. I was never – and still aren't – a fan of this. Although the presentation is excellent, it doesn't play particularly well and I can't help but think that Cinemaware hoped the presentation would disguise this.

Rick D II is up next with enough puzzles to keep the most ardent platform fan busy. Next up is Mirrorsoft's epic *Falcon* sim which still compares with the best. True, it's starting to show its age and isn't as smooth as some of the more recent sims, but it is easy to get into and offers a good variety of things to do. Last but not least, we end with *Midwinter*, that frosty little number that needs no introduction. Top League certainly lives up to its name and is one of the best 'variety' compilations of late.



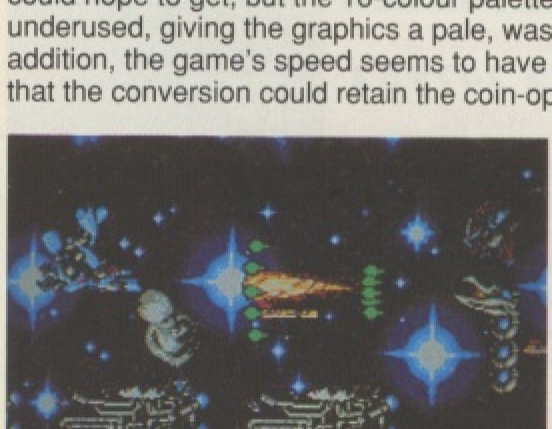


UBI SOFT OUT NOW £30.99 89%

SAINT DRAGON

The Sales Curve's first solo project as Storm, *Saint Dragon* is a conversion of the rarely-seen Jaleco coin-op. Unfortunately, Storm's game was released at roughly the same time as Activision's *Dragon Breed* conversion and, as a result, was overshadowed by the slightly more playable game. That's not to say that *Saint Dragon* is a bad conversion, though. It's more like a mediocre one. It covers the usual horizontally-scrolling territory, with the player controlling their snake-like spaceship as they weave through the game's five stages. As well as a protective tail which can be wound around the ship for use as a shield, it features upgradable lasers which are used to blast a path through the countless aliens that line the levels.

Presentation-wise *Saint Dragon* is probably the closest you could hope to get, but the 16-colour palette seems slightly underused, giving the graphics a pale, washed out look. In addition, the game's speed seems to have been sacrificed so that the conversion could retain the coin-op's huge sprites, and this results in a very pedestrian blaster with little to set the adrenalin coursing. *Saint Dragon* is a pleasing but flawed budget release which, at the reduced price, is probably worth the eight quid outlay.



THE HIT SQUAD OUT NOW £7.99 65%

MONTY PYTHON

Capturing the manic essence of Britain's most-loved 70s comedy show was a far from easy task, but Core Design's multi-stage shoot 'em up did it perfectly. Filled to the brim with dead parrots, Spam, and the expected Spanish Inquisition ('no-one expects the Spanish Inquisition'), *Monty* also contains platform sections where the hero, Gumby, must collect as many tins of Spam as possible before entering key screens for an argument or a session in spotting key parts of the body. The graphics are deliberately low-key in their colouring, but are extremely effective. *Monty Python* is well worth a buy and is one of the most imaginative licences the Amiga has seen.

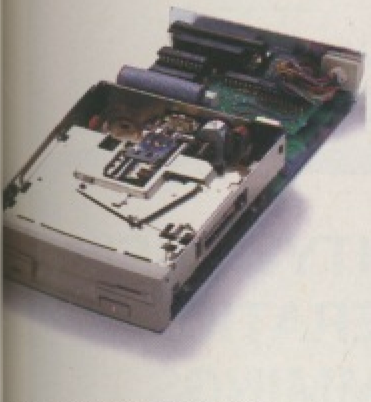


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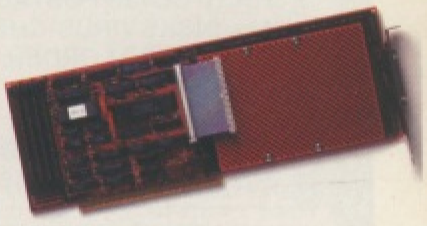
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DEJA VU TITLES:

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THANK YOU





Doors are vital to the game; either it's a question of finding how to open them (left) or using them to defend against foes.



Matt Regan dons his silly helmet and prepares to lead bewildered adventurers through Tony Crowther's weird and wonderful Knightmare...

KNIGHTM

WELCOME TO MY KNIGHTMARE...

Getting started properly is the key to success. The ideal party is a samurai and gladiator up front, followed by a wizard and priest. Insectors and ghouls make the best spell casters, while trolls and orcs are good fighters. Remember to swap wands and weapons around to give everyone a chance to increase their skills across the board – but make sure that you concentrate on their primary skills. Weapons are linked to certain professions: the three-pronged knives (found in the first quest) increase samurai levels, penknives increase adventurer levels, and knives will advance gladiators in levels.

It's vital to stock up on food before entering the quests, and rabbits are the best source. There are certain squares in the garden that generate rabbits, and hacking them creates juicy rabbit pies, so carry a dozen or so into each quest. Once a character's stamina reaches zero with no food, you're guaranteed problems, so avoid the situation wherever possible. Later on you'll have the chance to get spider legs, but don't squander the chance to take advantage of the unlimited rabbit supply!

HACK 'N' SLASH CITY

Combat is usually the crux of an RPG, but with *Knightmare* it's considerably tougher than most. Many would-be dungeon delvers are no doubt tearing out their hair because of the resilience of the monsters in the game, so here are some tips to push the balance your way. First of all, keep in mind that your party is faster than nearly all the beasts in the game, so dance around your opponents, leaping in for the attack before they can react. I've discovered the best tactic is to lure out a group of goblins (or whatever) and race through the corridors, turning to fire off a dart spell or a couple of quick hacks. Even better, find a door and entice the monsters to follow you, then slam the door on them – it will stun 'em while your fighters can lay into them with their swords. The added advantage is that you can rest while they mope around outside the door – but watch out for food levels.

HAPPY HUNTING

The little touches in the game are what makes it special, but on the other hand they can cause severe bruising when you hit your head against the wall. For example, the Sprig of Life and Death, found near the beginning of the Shield Quest, seems to have no use apart from damaging the party if they walk into it. Wait a minute, though: if the party loses a member, take the heart back here and throw it into the Sprig. Hey presto, the character's brought back to life! Look out for switches on the walls, especially once you come across the boat, as they'll reveal further switches in other parts of the complex. The Prison that makes up the last part of the Shield Quest has caused some people problems; they obviously haven't looked properly for false walls. Once you've found the button inside the secret passage, beware the monsters you'll have released from the central compound, and retreat to the small room to use the door as protection and a weapon.

Bear in mind that the last foes on each quest are EXTREMELY tough, so prepare and rest well before attempting to combat them. There's no shame in running away if you haven't got the resources to fight.

FUN AND GAMES

Scour the garden for clothes and supplies before entering the first quest (by throwing the stick at the guardian). For a laugh, try to locate the cottage hidden in the garden – it's through the maze of



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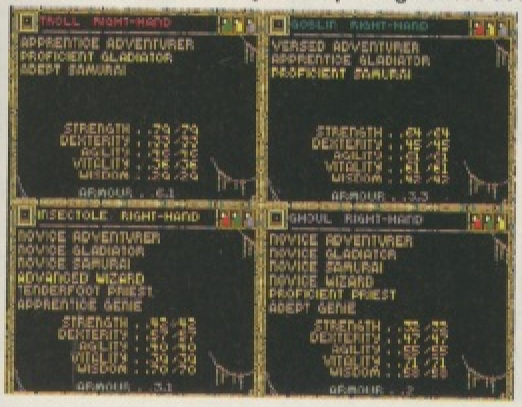


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...MARE



Monsters can be poisonous or spell-casting, but most of them succumb eventually to a combination of sword blows and magic. Use Dart, Cloud and, when you find the Wand of Pain, Fury to keep the ghoulies at bay – but watch health and stamina levels.



Skill levels will rise as the team progresses. Have your wizards kill rabbits to give fighters skill levels.



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SPELL TESTS One element of the game worth exploring is the information on the spells that priests and mages learn as they practice their art. Here's a quick list of the earlier spells and their effects:

REM – Helps the party to regain stats while asleep
FITNESS – Restores stamina
RESTORE – Restores Health
GLOW – Makes those tiny objects on the floor flash
CLOUD – A useful offensive spell against goblins, etc
OPEN – Opens doors!
DART – A handy offensive spell
REMOVE – Used enough will turn false walls to mist
QUICKEN – Speeds up the characters' movement
CONFUSE – Confuses the hell out of me...

At first I didn't think spells such as Fitness and Restore had any effect, but there is a knack to it. If there's a character in front of the priest he'll be hit with the spell. Alternatively, cast it and immediately step forward (Quicken helps in this) to catch the rays. Bouncing the spell off doors works as well. Cast spells into bottles for later use. Remember to periodically increase the spell level (by left-clicking on the number at the top of the scroll) so the mages learn more quickly.

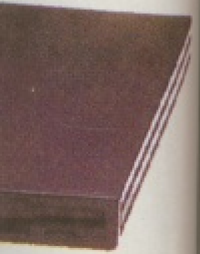
trees and you'll need your wits about you. Inside you'll find a cupboard, opened with a key, containing a seemingly useless spade, but once you re-enter the garden you can use it to dig up the violet flowers for food. Be careful not to dig near water, or you might flood yourself. The well on the second level of the third quest may not reveal its purpose at first, but return later on to see if you've triggered the event.

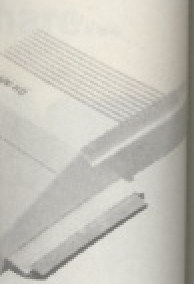
One word of warning regarding boats. It's a good idea to stand a pace back from the water and eradicate sharks with dart spells so that the coast (no pun intended) is clear for exploring. Likewise, use the situation to your advantage by keeping away from the shore and pelting trolls, etc, with spells from a distance, occasionally sneaking in for some rapid sword work. You can even sleep onboard! Whatever happens, try not to miss the boat, as a watery death is guaranteed if you accidentally step into the sewers.

That should be enough to see you through the first quest or two, and don't forget to save the game every few minutes – it can help enormously and takes the worry out of exploration.



Treguard's ugly mug provides clues to puzzles as well as giving a fix on your location.





ADVENTURE HELPLINE

Welcome to what surely must rate as the most useful aid to trapped adventurers in any mag. This month's column is fair bustling with all the latest news and stories, and is backed up by the ever-useful Helpline where your questions are answered. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

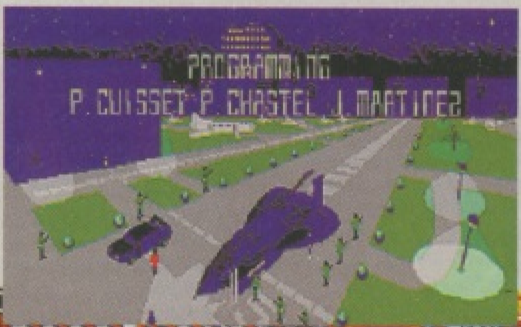
RING A RING A ROSES...

There have been many Tolkien adventures in the past, but to me they have all seemed a bit on the naff side. The latest release from Interplay is the best attempt so far to bring the great Ring Saga to the small screen. If you have invested in this huge game, here are a few tips which will help you and your fellow Hobbits get off to a smart start.

Before rushing off to the far horizons, spend some time solving the many puzzles in Bag End, as there is at least one which must be solved if you are to win the game. Use the word NEWS when you first meet people. In the Library use a READ skill to get a word of power which will stop the Black Riders at the Ford. Don't give Lobelia the key to Bag End until you have explored the place yourself. Search the fields to the west of Anson Goodbody`s home and South of Bag End to find his dog, and return the dog for a reward. In the southern part of East Woods is a cliff with a cave. Use a CLIMB skill to get to the cave, but don't try to start from the spot - immediately above it. In the southwest of the Shire is the Green Hill area. Going westward along the road you will meet Gildor the elf who will take you to a stone circle. If you talk to him about the Black Riders, Gandalf and Elbereth he will give you something which is essen tial to your quest.

BAND AID

Isn't it strange to think that while you are struggling with an adventure game (huddled around your monitor and warming your toes on your Amiga power brick), there are other lucky devils who are playing the same game beneath a tropical moon. Upwan Ratti (sorry if I`ve misread your name) has written to me from the Shangri-La Hotel in Singapore. Poor old 'Ratty` is having trouble with *Operation Stealth* because he can`t find the piece of elastic with which to disable the heli-copter's bomb release mechanism.





The solution to his problem is to be found hiding amid the seaweed on the ocean floor. I'm not surprised he didn't see it because he was probably too busy avoiding the sharks at the time. I suppose that now we poor, frozen Brits have solved his problem, he can go back to sipping cool drinks beneath a palm tree again. Ain't life a bitch!

JEWEL BE SORRY

P. Friend and his wife are spending their spare time in Saudi Arabia fighting their way through *The Final Battle*, and although they have managed to find five of the magic crys-tals (Blue, Grey, Yellow, White and Green) they are now stuck. This is a long and compli-cated game, so the best I can do is lead you onwards a short way from where you will have found the Blue crystal in the Huge Cavern. Leave the cave and return to the wagon in the forest. From here, go NE, N, E, E. Up the mechanism chain, and Up again (but don`t carry a lit torch – even at night). Then go East, unravel the vest with a double click and give it to Crysella. Get Crysella to shoot an arrow at the rope bridge. East (across the mended rope bridge) before going in. Get Jack to go up through the gap at the top of the door. Next, go South and pull the lever there. In the Castle you`ll find a key, which, if you return to the courtyard, will unlock the gates.

LET'S TWIST AGAIN

It appears that before I arrived to bring light into your darkness someone had a query regarding the waterspout in Lucasfilm's *Loom*. Roger Thompson from Witham in Essex has sent in this solution. First go to the graveyard and examine the thorns, this will scare a rabbit out to wake up the owl. Now move to the small woods before the graves and examine the trees to get the Night Vision spell.

Travel back to the village and enter the hut with the gold on the floor. Go to the back of the room until 'darkness' appears as an icon. Cast the Night Vision spell and you will get an extra note. Examine the spinning wheel and that will give you the Straw-to-Gold spell. Now that you know the spinning spell, this can be reversed to destroy the spinning waterspout which is blocking your exit from the island.

DIP STICK

Andrew Wiltshire from Chippenham is onboard a luxury liner with Larry Laffer. Not being content to lie on the sun-deck and ogle the girls, both of these nerds are desperately looking for a way off the ship. Our baffled pair complain that they can't find a knife which they can use to cut the rope which is holding up the lifeboat. The simple reason they can't find it is because there isn't one. Instead they should head for the bridge and look for the large lever which is used to lower the lifeboat into the sea. Andrew also wants to know what else must be found onboard ship apart from the bikini-top. I would suggest that you pay a visit to the cabin next door. If you time it right you can get in there and steal the sewing kit from the nightstand. Next, go to the barber

ADVENTURE HELPLINE





and get fitted for a wig before heading for the bar where you can grab a dish of spinach dip. The dip is poisonous but you'll get points for taking it. As soon as you hit the water in the lifeboat make sure you throw the poisoned dip overboard because you just might get desperate for something to eat later and not be able to prevent yourself taking a mouthful.

WANDERING IN WONDERLAND?

It`s bad enough when you can't solve a game, but when you can't solve it with the aid of a Help system, you really are in trouble. Despite using the in-built help system which comes with *Wonderland*, Gard Vaaler of Norway is stuck like a dormouse in a Treacle Well – and he's definitely lost his Cheshire Cat grin. There is a tiny door in the Long Hall which big Gard can't get through. He does have the bottle of magic potion which will shrink him down to size, but he needs that to help him get the key which is in the piano in the Music Room. Having used up the potion he is again too big to get through the little door. This puzzle, like all of the puzzles in this clever game by Magnetic Scrolls, is quite neat. What you must do is get into the Broom cupboard and find the overalls and other items which are hidden there. You won't be able to wear the overalls because you are too big, but if you wave the fan which you will have found, your big, lumpy body will shrink down to size. Once you climb into the overalls the white rabbit will return and all of your troubles will disappear along with your excess weight. The other way to lose 10 pounds of ugly fat is to cut your head off.

BOG STANDARD

In the good old days it only cost a penny to 'spend a penny'. However I have received disturbing news from a reader called Philip in Victoria that in the future, inflation will become so bad that you`ll need a 'flexible friend' to help you get relief. 'Where do I find the credit card which I need to get into the toilet in *Future Wars*?', he asks. Philip would also like to know how to escape from the Crughorn`s prison cell after he foolishly allowed himself to be captured. I have heard of Super-Loos, but I never thought that they would become that expensive.

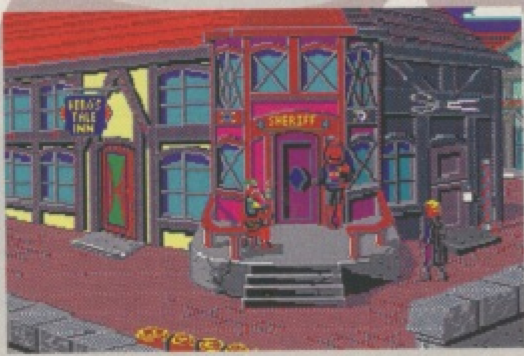
The simple answer is that you can forget about entering the toilet cubicles as there is nothing of interest in there – I should know, it was me who wrote all of the graffiti on the walls! To escape from the prison cell you need the gas canister (which is found beside the glass case which imprisoned the girl) and a newspaper from the vending machine on the shuttle platform. To get the paper you must examine the coin collector and take the coin. Use the coin in the machine (twice) and get the newspaper. You will be able to open the vent in the wall of your prison cell and use the gas cannister in it. Finally use the newspaper on the hole to prevent the gas from seeping back into your cell and forcing you to share the fate of your guards.

ELEMENTARY

Koen De Keyzer from Belgium, who signs himself as a faithful CU Amiga reader, says he has spent hours trying to catch the Fire Elemental in Sierra's *Quest for Glory II*. He is pretty sure that he has to lure the Elemental into a confined area then chuck water at it, and he's spent hours trying to push it down alleys hoping to find a quiet spot where he can beat it up. Sadly, Koen hasn't had a sniff of success with this technique. The real sniff he needs is a sniff of incense. The smell of incense is very strong and this is where the answer lies. In order to defeat the fire elemental in the Gate Plaza you will need to lead it into the street using the incense purchased from the healers. Once in the street, drop the lamp and then use water skins on the elemental (these must have been filled at the fountain). Now you can retrieve the lamp which will contain the fire.

EASY PICKINGS

As anyone who has played Sierra's *Hero's Quest – Quest for Glory* will tell you, the novelty of the game is that you can complete it in



many different ways. Once you have battled your way to success in the role of a true fighter, you can then have another go as a sneaky thief. Just in case you find the thief scenario a bit too difficult, Chad Goulding of Boston has given me the benefit of his misspent youth and explained how to gain access to the Thieves' Guild. In the local bar you will find an ugly brute called Crusher who guards the trapdoor in the floor. This trapdoor is the entrance to the Guild, but Crusher will only move aside if you can give him the correct password.

To discover the password you must approach the two thieves who lurk in the alley outside and show them the thief sign. A word of caution to any foolish hero who approaches these two slippery customers without knowing what the thief sign is. Instead of the password you`ll get a thump on the head and a place to lie down (rather suddenly!) until morning. Take my advice and use the following options to create the best character to play this game. Select a Thief as your basic character, then give him Fighter and Magic User skills by allocating 5 bonus points to Magic and Parry, and 10 to Strength and Weapons.

FINAL QUEST

If you were very unlucky you bought your Amiga when it was bundled with a dodgy adventure game called *Dungeon Quest*. John Verralls of Catsfield is one of these unlucky people, but he has persevered and managed to get within a dragon's whisker of completing this quirky game. Having used the dragon nip to kill the scaly monster he has made his way to the laboratory where he found a comp uter and a man under the bench. There is a big box on the wall which John says he cannot get into or get past, so he is w ell and truly stuck. Don't feel too disappointed if you are stuck at this point, because the answer to your problem is nòt logical at all. After using yo ur sword you must do the following moves: East, Read Sign, Use Codewheel, Search, Look Person, Look Person, Look Person, Ask Person, Reset Computer. Don't blame me, I didn't write the silly game.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Tony Gill, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.



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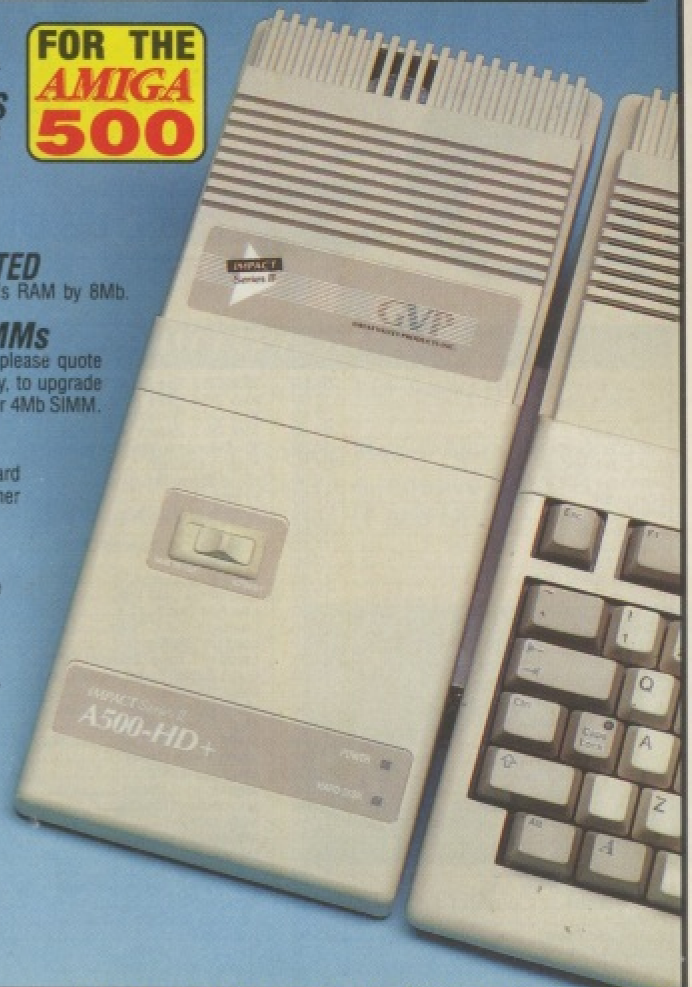
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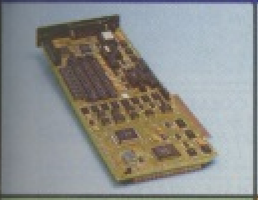
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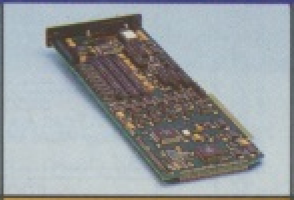


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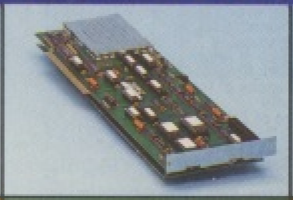


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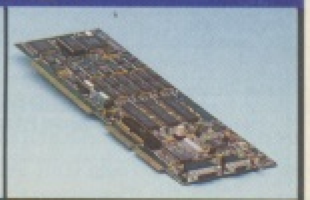


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SPACE ACE II

Steve 'Dexter II' Merrett comes to the rescue of trapped adventurers in Readysoft's fast-paced sequel to *Space Ace*.

Due to the finicky control system, timing is crucial, so if at first you don't succeed, try, try again...

Scene 1: The Goons Attack...
As the Goons attack, press FIRE once, and then FIRE again.

Scene 2: Yellow Monster
As he rears up, move UP.

Scene 3: Blue Alien Cats
As the Cats leap at you, press FIRE to transform from Dexter into Ace, pushing them away.

Scene 4: Yellow Monster Appears Again...
As the Monster reappears, press UP to move into its grasp, and FIRE to blast it.

Scene 5: Stone Bridge
To deter the chasing Yellow Monster, just press FIRE.



Scene 6: Giant Monster Reaches Out
To escape its grasp, push LEFT...

Scene 7: Robot Intruder Sentinel
As the droid blasts at you, move RIGHT, followed by UP and UP again.

Scene 8: Ledge To Safety
To enter the main building, move LEFT.



Scene 9: Passing Platforms
As the hovering platforms move, go UP and then RIGHT to avoid the lasers.

Scene 10: Machinery Tower
There are two holes to choose from, but move RIGHT to reach safety.

Scene 11: Beware The Dark Side...
As 'Kimberly' mutates into your evil alter ego, move DOWN followed by RIGHT.

Scene 12: Dexter Battles The Dark Side With the Dark Side firing from above, move DOWN and then RIGHT.

Scene 13: Rising Water In Hole
An easy one, this. Just press FIRE to escape your watery doom.
Scene 14: The Dark Side Transforms



With your Dark Side growing to giagantic proportions, press LEFT to avoid his fire.

Scene 15: The Dark Ace Attacks
Your evil enemy is ripping the bridge up, so move LEFT and then FIRE.



Scene 16: The Dark Side Makes A Meal Of Ace... As you are dragged toward your Dark Side's slavering jaws, move RIGHT.

Scene 17: Ace Avoids The Dark Side's Mouth As the Dark Side bears down again, press FIRE.

Scene 18: Dark Side Shoots At Ace...
Your only way to defeat your alter ego is to watch him shoot chunks off himself. Move LEFT, LEFT, LEFT and RIGHT.

Scene 19: Rolling Head All that's left of the Dark Side is a massive head. To avoid it move RIGHT and UP.

Scene 20: The Station's Central Complex
Borf's got Kimberly, and is loosing off shots. Move DOWN, LEFT, RIGHT and UP.



Scene 21: Ace Rescue's Kimberly
Dexter must transform into Kimberly to save her. FIRE, then move RIGHT, then FIRE and RIGHT again.

Scene 22: Tunnel To Waiting Ship
There are two exits and a monster to contend with. To reach safety, move LEFT followed by RIGHT.

Scene 23: Outside The Complex
As the lovers kiss, Borf appears. Move RIGHT to avoid him, then press FIRE.

Scene 24: On The Edge Of The Pit
As Borf fires at Ace, a greedy monster keeps trying to swallow him. Follow RIGHT, UP, LEFT and UP and you'll be OK.

Scene 25: Borf Lowers Kimberly Into The Pit Press LEFT to swing across and rescue the hapless girl.

Scene 26: Ace Swings Across The Pit
To lure Borf to his death, Ace must move LEFT and then RIGHT. The blue ogre will then become the pursuing creature's lunch!

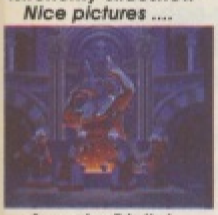
Scene 27: Safe At Last? Well, it's all over and the heroic duo prepare for a victory snog. Press FIRE to get rid of the oncoming gooseberry.



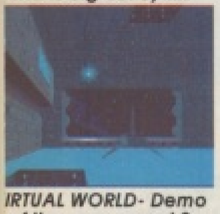
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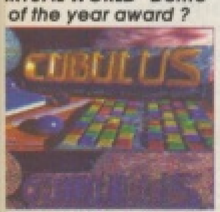
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Astronomy Slideshow Nice pictures ....

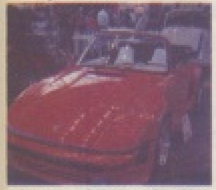

Anarchy Digital Innovation .. Great !


Psygnosis Agony Brians big Valley ....


IRTUAL WORLD- Demo of the year award ?


CUBULOUS - Tobias's bitty puzzle game


ENIGMA ? Well its de- letely a Phenomena !


et one of these for the price of a disk ...


Weird Sciences utterflies shildeshow.


Vheres my disks ? He ould have chose UPD

GAMES

ADVENTURE SOLUTIONS 2 disks full of adventure solutions! (2)
AIR WARRIOR This is a flight simulator program
ALL NEW STAR TREK Great game from Tobias Richter! (2)
ANTEP & SLOT CARS A graphical role playing game & a car game
APIDYA Nice demo of a horizontal shoot em up!
ASSASSINS 1 Tanx, Rollerpede, Avatris, Caverunner & Amigoids,
ASSASSINS 2 Girl action, Missile command Invaders & 3 more!
ASSASSINS 3 Megaball & Drip! Superb breakout game & platform game
ASSASSINS 4 Jumper, Gomoku, Cracker, Jumpy, Turbo duel & Klondike!
ASSASSINS 5 Raid, Go Looly & Retaliator. 3 shoot em ups
ASSASSINS 6 Downhill challenge, Pacman 87, Meta Llamas & Welltrix
ASSASSINS 7 Destination Moonbase, Trix, Mightworks & Clauds runner
ASSASSINS 8 Air ace II, Hball, Number Fumbler & Snakepit!
ASSASSINS 9 Battle pong & Blizzard
ASSASSINS 10 Escape, Pipeline, Pickout & Sys!
ASSASSINS 11 Dad, Connex, Towers of Hanoi, Reversi & Trippin!
ASSASSINS 12 Llamatron, Car, Powerpong & X F 1!
ASSASSINS 13 Ball,Asteroids,Twinris,Block II,Squamble & Amigatration
ATIC ATAC A conversion of the old classic Spectrum game
AWESOME PREVIEW Fantastic preview of a great game!
BATTLEFORCE A strategy war game similar to Mechforce
BLACKJACK A really good version of the game!
CASTLE OF DOOM Easy graphic adventure game
CHINESE CHECKERS Computer version of the popular board game
COLOSSUS & WORLD Two very good adventures from Software distillery
CROSSWORD COMPILER Nice program for making crosswords!
CUBULUS Nice rubik cube style game from Tobias Richter
DARKSTAFF A spectrum emulated text adventure game
DRAGONS CAVE great Dungeons game, nice graphics!
ED 209 Robocop style shoot em up!
ETERNAL ROME & DOMINOES 2 nice games on this disk
ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
FLASHBIER Over 200 levels in this boulderdash type game
FRANTIC FREDDIE Classic platform type fun with good music
GALACTIC FOOD FIGHT Fight through ice cream cones fruit etc
GAMES GALORE 1 Drip tiles Quix O&X Invaders Chess Yahtz Othello
GAMES GALORE 2 Welltrix Skyfight Bouncer Jackland Lam Bluemoon
GAMES GALORE 3 Gravattack Asteroids Pingpong Miniblast Orbit 3d
GAMES GALORE 4 Mr Munk Diplomacy Car Munch Chess Egyptian run
GAMES GALORE 5 Cosmo Cat & mouse Mazeman Rollon Trivia Pharoah
GAMES GALORE 6 Tint Jumpy Def ATC C-Robots SinLine King rats SB
GROWTH Brilliant game where you must shoot the brain!
HACK Great text adventure in the infocom style
HOLLYWOOD TRIVIA Nice trivia game with lots of questions!
HOLY GRAIL A nice text adventure, one of the best
JEOPARDY Version of the board game Risk!
LAMER GAME Similar to operation wolf shoot em up.
LARN Another very well regarded text adventure game
LEARN & PLAY Great fun for the kids on two disks (2)
LASERZONE Great old 64 classic shoot em up!
LEAPING LARRY Simple platform game done in Amos
LETTRIX Nice puzzle games similar to Tetris!
LORE OF CONQUEST Exellent space trading game D&D style!
MARBLE SLIDE Puzzle game, build slides up!
MASTER OF THE TOWN Shoot the signposts in this game
MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound
MORIA Text adventure based around Dungeons & Dragons theme!
NAPOLEONIC WAR SIMULATOR A nice strategy type game!
NESTOR CARD GAME Another card game, looks quite good!
NETHACK Dungeon & Dragon adventure style game, very popular! (2)
NO MANS LAND Hi tech war games shoot em up.
NU GAME Shoot em up with good graphics, quite difficult!
PETERS QUEST Rescue the maiden in this fun platform game
POM POM GUNNER Blast the enemy aircraft in this Beachead clone
PROPERTY MARKET Become a millionaire before you retire at 65
RAPHAELS REVENGE A turtles game done in SEUCK!
RETURN TO EARTH Elite type space trading game!
RINGS OF ZON Interesting shareware adventure/strategy game
7 TILES Superb futuresports type game, Great (2)
SKATE TRIBE hang on to your skateboard! Nice graphics.
SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK
SEALANCE A submarine strategy game seems very involved
SERENE SHOOT UP Another good quality Shoot em up
SERENE II Follow up to the above game
SIMPSONS GAME Vertically scrolling shoot em up done in SEUCK!
SPLITTING Puzzle game, rearrange Ronald Reagans features!
ST BASH Blast the Atari Sts in this fun invaders game.
STARFLEET Nice little game done in SEUCK!
STAR TREK The US version by Jim Barber, very good (2)
STAR TREK NEXT GENERATION Strategy game runs in Hires 1mg
STAR TREK THE SHOOT EM UP Yes a SEUCK version of game.
SUBCULTURE Playable 1st level of a good shoot em up!
SUPER TWINRIS Superb 2 player tetris game!
SWIV DEMO Superb demo of an exellent shoot em up!
TENNIS A good shareware tennis game! 1mg
TRAIN CONSTRUCTION KIT make your own track layouts!
TREK TRIVIA For you Star Trek freaks, loads of questions!
TRUCKIN ON A trading game based around truck haulage (2 disks)
TURRICAN 2 PREVIEW Great demo of superb shoot em up!
THE EVIL DEAD GAME Blast the goolies in this crazy game
THE JAR Very nice little jump & run game.
THE INSIDERS CLUB Stocks & shares game, see how far you get
WATERMINES Nice boulderdash type game!
WET BEAVER GAMES Version of the old pong game
WONDERSOFT GAMES Golf, Congi, Missile, Trilon, Windmill & Concentrate
WIZZYS QUEST A very good arcade adventure game from Germany
YELP Nice little painter type game
ZEUS A very good & popular block puzzle game
Note: Funpack 1-17 in stock, full of games which WILL work on the new Amiga 500 Plus! Phone for details!

UTILITIES & SERIOUS SOFTWARE

A-GENE Good geneology program, to trace your family name. Requires 1meg.
A68K 68000 Assember program for the Amiga rather difficult to use.
A64 EMULATOR Commodore 64 emulator program + some basic listings!
AMATEUR RADIO 1 Some programs of interest to the radio ham!
AMICASH A very good banking program for the Amiga!
ANIMATED POINTER PACK Disk full of animated pointers!
AMIBASE 3.76 One of the best Amiga databases. Search facilities and more
ANYLYTICALC Now unpacked and ready to use! (2 disk version)
ARP 1.3 Amigados replacement project, contains new libraries & more !
ASI LABEL PRINTERS All the best label printing programs now on one disk!
ASSASINS GRAFFIX UTILS Great disk full of graphics convertors etc.
ASSASSINS BOOT UTILITIES Loads of bootblock utilities on here.
BANKIN A complete cheque book analysis program. Keep tabs on your money
BIORYTHMS & STARCHART Check your Biorythms & examine the night sky!
BUSINESS CARD MAKER Make your own with this useful utility!
C MANUAL II (4) New and better ! Version 2 now comes on 4 disks !
C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!!
CHEMESTHETICS Chemistry program for molecule display etc!
CHET SOLACE UTILS 26 utilities on this disk.
CLERK Another program similar to Journal, manages your bank account.
CLIPART 8 disks crammed full of some of the best clipart around! (8 disks)
COUNTACH CLIP ART (3) 3 disks packed full of clipart ! Various subjects.
CURSER BASIC COMPILER Just what you need to speed up basic programs
D-COPY One of the best PD copy utilities available, very easy to use.
DARKSTAR UTILITES 3 A disk full of assorted useful utilities you may need!
DBW Good PD ray tracing program inc some pictures ! CLI Knowledge needed.
DEMOLISHER UTILTIES 168 easy to use utilities, something for everyone
DESKBENCH Nice alternative workbench with 2 support disks,Icons+bases (3)
DESKTOP PUBLISHER From Germany, English translation now available.
DIRECT ACTION A useful Utility for editing animation sequences.
DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
DOPE INTROMAKER Make your own intros with this utility.
DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens. Great !
DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc (Not assignable)
EDUCATION SET (5) Five disks full of educational programs. Very good.
ELECTROCAD PREVIEW If your'e into circuit diagrams etc, try this.
EXILE FONTS More of theses superb fontscreens. For use with Deluxe Paint.
FLEXIBASE DATABASE A simple to use database for the beginner.
FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!
FRANZ MEGAUTILS DISK Plenty of Font Eds and a good boot menu program.
GENESIS DEMO Superb fractal generator, really good!
GRAPHICS UTILITIES Load of useful graphically orientated programs.
HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility.
HARDDRIVE UTILS Some good utilities for hard drive owners.
ICONMANIA Loads of programs for icon creation & many icons!
ICONS This disk is just crammed with useful & varied icons.
IMPLODER V4.0 Very good crunching program, very efficient!
INTERFERON PRO Create protection bootblocks against viruses.
JAZZBENCH A great alternative workbench much preferred by many!
JOURNAL A nice program designed to keep track on your finances.
JR COMM 1.02 Latest version of another superb comms package!
KEFRENS METALLION UTILITIES Great util disk full of fonts & more!
KING JAMES BIBLE Old testament & New testament & text reader (4 disks)
LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp and Logo
M-CAD Computer aided design package uses hi res mode. Good. 1 Meg.
MACVIEW,DRAW,ROTATE Collection of three unusual programs. Interesting.
MESSY-SID Easy to use PC - Amiga file transfer program, a superb utility!
MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calculator etc!
MOBED A very useful program for editing sprites and bobs.!
MORSE PROGRAMS Disk full of Morse code programs for radio hams.
MYSTIX HARDWARE MODS Documents disk for hardware modifications.
NCOMM v1.92 Latest and best version of this exellent comms package!
NORTH C 1.3 (2) A two disk unpacked version of above program. !
NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !
PASCAL COMPILER Now becoming a popular language, now available on PD
PC EMULATOR Software PC emulator needs MS DOS to run! CGA graphics!
PENDLE EUROPA MEGAUTILITIES 1 An essential collection of over 200 utilities
PENDLE EUROPA UTILITIES 5 Another great compect by the Red Devil.
PENDLE EUROPA UTILITIES 6 Includes copiers and more utilities
PENDLE EUROPA UTILITIES 7 A very popular utility collection. Try it !
PRINTER DRIVER GENERATOR Design your own printer driver with this program.
PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PRINT STUDIO V1.25 Great utility for accurate printout of pics,text etc
QBASE Database program, simple to use with full search facility.
QED A nice easy to use text editor program ! Load, save, print and more
QUICKBASE A small database program, also Xspell & Text editor on disk.
QUICKBENCH Another alternative workbench system, very clever this one!
RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker & more
RED SECTOR DEMOMAKER Probably the best demomaker around!
RSI VECTOR BALL EDITOR Design vectorballs for use in RSI demomaker
RSI VECTOR DESIGNER Design fresh new vector objects for above.
RSI FONT DESIGNER Give your demos custom designed fonts!
RIM DATABASE Very comprehensive relational database system. Powerful.
ROT A simple 3D drawing package for your Amiga. Very popular.
SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc!
SCOPE 115 Structured clipart for use in Professional page & Pagestream!
SID V1.6 Newest version of the easy to use CLI utility. Essential !
SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc. (2)
SOZOBAN C Another very popular C enviroment, similar to North C
ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
SUPER 'C' DISK As near to a hard drive as mere mortals get!
SUPERKILLERS Kills 172 viruses, more than Master Virus2.2. A must!
SUPER WORKBENCH Yet another alternative workbench disk!
TAROT An astrology program for your Amiga.
TEXTPLUS V3.00 One of the best wordprocessors, includes Amigaspell.
TV GRAPHICS Superb Dpaint backdrops and some great fonts. Well recommended
UEDIT Word processing shareware program.
ULTIMATE ICON DISK Contains Iconmeister, Iconlab, Iconmaster & icons!
ULTRAPAINT v3 A nice paint package for IFF pictures!
UTILITIES COLLECTION Another great collection of utilities about 100 !
UTILTIES DISK 1 Another one for the collection. About 60 or more.
VECTOR DESIGNER A very comprehensive but difficult to use vector designer!
VIDEO APPLICATIONS (2) Programs for use with genlocks & videos!
VISICALC SPREADSHEET Simple to use spreadsheet program based on VC.
WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2 disks)
WORKBENCH HACKS Disk full of amusing workbench hacks!
WORDWRITE WORDPROCESSOR Comprehensive wordprcessor with spellchecker.
ZX SPECTRUM EMULATOR Latest version now with sound too!
600 BUSINESS LETTERS Lots of ready made letters for job applications etc.

ANIMATIONS

AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn.
AGATRON 2 Misc - jet fighter landing , basic
AGATRON 3 Star Trek - Shuttle fly past
AGATRON 5 Star Trek Klingon fires torpedoes
AGATRON 7 Star Wars Fighter doing loops etc
AGATRON 9 Star Wars - Fighter fly by, impressive
AGATRON 10 Star Trek - Enterprise in dry dock Good
AGATRON 11 Tron - Tank v Deactivator. Good vectors
AGATRON 12 Tron animation Not one of the best
AGATRON 13 Misc - Robo 1 A robot waving
AGATRON 14 Star Trek Workbee & Reliant. 3 shots
AGATRON 15 Lotus car, Billiards, & Jet Fighter animations!
AGATRON 17 Star Trek TWOK animation Short but okay
AGATRON 18 Star Trek - Enterprise fly by. Short anim
AGATRON 20 Huey 2 A helicopter leaving a landing pad. Neat. 1 Meg
AGATRON 23 Star Trek fleet manoevre
AGATRON 24 Kuli pen animation & Ping pong. Great!
AGATRON 25 The run , a suberb car chase 1mg or over.
AGATRON 26 A ship rocking at sea, / enterprise leaves dock.
AGATRON 30 Contains Hyperspace animation & Landing animation
AGATRON 31 Anim of a Porche rising out of a table 1 mg.
AGATRON 32 Space - Space probe flying away
AGATRON 33 Probe animation Bird of prey animation & Klingonhit!
AGATRON 34 Star trek the space office - a bit short
AGATRON 35 Space- space probe flying away
AGATRON 36 Star trek Bird of prey, loop the loop.
AGATRON 37 Misc - Tobias goes knackers!
AGATRON ANIMS 5 great short looped animations!
APPLECUS ANIMATION Great anim of an abacus (applecus??)
BAD BIRD ANIMATION Not too bad this one.
BASKETBALL A basketball player shooting a ball into the net. 1 Meg
BONGO ANIMATION Animation of a man playing the bongo drums.
BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1 Meg
CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1 Meg
COOL COUGAR A cartoon style anim, tells the story of cool Cougar. 1 Meg
CX1 SPACESHIP A beautiful sculpt 4D anim of a ship circling a globe. 1 Meg
DART ANIMATION Good animation of a dart passing through an egg!
DRAGONS LAIR TIME WARP Animation of the cartoon game by Don Bluth. 1 Meg
ERIC-S AMY VS WALKER Cute and sexy(?) squirrel chasing a Walker. 1.5 Me
ERIC-S BATMAN A great animation featuring batman and the joker. 1 Meg
ERIC-S COTOTE 2 This ones a corker the old coyote up to this tricks 1.5 Meg
ERIC-S COYOTE STRIKES BACK Not too good this time but still popular. 1
ERIC-S MORE AEROTOONS More humourous cartoon capers. Great stuff. 1
ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satellite. 1 Meg
ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon. Great. 1 Meg
FRANKLYN THE FLY Great anim of a day in the life of a housefly!
GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
GYMNAST ANIMATION Animaiton of a gymnast swinging around the bars. 1
HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer. All
HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancing on swords.
HOLIDAY ANIMATION Not too bad this one.
LAUREL AND HARDY by Brazzel Atkins, select your film from the videos. 1
LIGHT CYCLES (2) Huge animation from the Tron film. Excellent. 1 Meg
LUXO TEENAGER Father & son lamp animation converted to the amiga. 1 M
MAGICIAN II this ones a bit better, more glossier this time round. 1 Meg
MAGICIAN Similar to the juggler animation, but not quite as glossy ! 1 Meg
MINER A miner truck loading coals into a buggy to be taken away. 1 Meg
MR POTATO HEAD Watch the potato man in cabaret!
NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair anim
PHAROAH ANIMATION An animation of a Pharoah kings mask.
PIANO ANIMATION This is an animation of a cartoony piano!
PORKY PIG ANIMATION Cute anim of the Porky pig character with sound!
PROBE SEQUENCE Probe investigates new life forms on a distant planet. 1
REAL 3D (4) Superb demo of the effects possible with Real 3D. 1 Meg
REAL THING HORSES demo of the animation package for deluxe paint.
SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
THE BOINGS Great anim of 2 Zebedee characters on springs!
THE JUGGLER the old classic animation that sold hundreds of Amiga's !
THE KNIGHT DEMO Animation of a knight climbing out of a book. Pretty. 1 M
THE WALKER DEMO Helicopter attacking the walker. Film type animation. 1
THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1 Meg
UGLY MUG ANIMATION The ugly mug goes for a spin!
UNICYCLE ANIMATION Exellent animation of a unicycle & a car!
WINGS Superb quality red baron biplane animation. Very nice indeed. 1 Meg
ZEUS BUST ANIMATION Animation of a golden bust rotating!

POWER ANIMATIONS !

ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now ! 2 Meg
AT THE MOVIES Cute anim from Eric Schwartz featuring Amy squirrel 1.5mg
AUTOMATED LIGHT (4) Great battlestar galactica type animation. 3 Meg
BUZZED (3) Great animation of a wasp crashing into things. 3 Meg
DATING GAME (2) Superb new demo from Eric Schwartz, a must see. 3.5mg
DRAGONS LAIR (3) Three meg power demo with sound effects. Great !
GULF WAR ANIM Superb Eric Shwartz, find out what happens to Hussein! 2
JUGGLER II Juggler meets Ms.Juggler. Great followup to the original.1.5Meg
LOST IN SPACE (3) Remember the old TV series ? well this is the anim. 2 Meg
LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff. 4 Meg
STATION AT KHARN (3) Animation of a a spacestation, very nicely done. 2 Meg
UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! This is GREAT ! Meg
VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg

DEMOS

AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
ALARM MEGADEMO Nice new demo with a good acid type video part !
ALCATRAZ MEGADEMO Exellent, a huge demo, comes on 3 disks! (3)
ALF DEMO Featuring the cute character from the TV show.
AMOS 3D DEMO Shows you some of the effects that are possible with 3d Am
ANALOGUE MEGADEMO A great intro & novel demo selection!
ANARCHY INSPIRATION IS NONE Brilliant demo with some superb ray traced Gfx
ANARCHY MADNESS II Demo with Bobs and Filled Vectors, superb music!
ANARCHY SYSTEM VIOLATION Classy demo featuring Vector Bob Gfx Cool Music.
ANARCHY DIGITAL INNOVATION Their latest and best demo, superb!
ANIMATORS MEGADEMO A nice new megademo from the Animators.
AURORA MEGADEMO Dramatic intro, good music with some Ham bobs
BASS MEGADEMO Great megademo with some housey house music.
BOB CRAZY A disk filled with Bob demos!
BRONX WHAT A RUSH Nice new demo.
BUDBRAIN II Hilarious megademo, house music video and cartoon sketches
CASCADE MEGADEMO Curious demo with a puzzle and an acid part!
CHAOS ROCK A fantastic light show based on fractal patterns.
COOL FRIDGE A plasma meagdemo, if you like these FX get this one.
CRIONICS MEGADEMO Includes the superb maddona demo and more !
CRIONICS NEVERWHERE Superb demo with a Real world demo and Madonna pics
CRIONICS TOTAL DESTRUCION Very nice plasma Fx plus a kickin music track
CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome & great effects
CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo. Great music.
DARKNESS MEGADEMO II Another unlimited bobs demo - Do they ever stop.
DANISH KNOW HOW A classic demo!
DEAD DANCE THRASH Amazing thrash metal soundtrack & some wierd pics!
DEFJAM PIXEL NATIONS Nice multipart demo with plasma,bobs etc.
DEVILS LABYRINTH Great new demo with some fab effects, RGB ham plasma!
DEVILS NO REALITY Another great multipart demo from Devils!
DRAGONS MEGADEMO An old demo but still one of the classics!
ELVIRA DEMO An exellent demo of a very good game!
E P I C Incredible preview to a new game by Ocean, Filled vectors. 1 Meg
ERPLAND (2) Brill kalidescope patterns on this exellent demo & music!
FILLET THE FISH Similar to puggs, but not quite as good.
FRAXION "REVENGE" Cartoon style horror video recorder ! Very funny !
FRAXION FUTURE VISIONS Superb Aliens-type intro plus great pictures
GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid style video at end
GOLDFIRE ULTIMATE FX Another good megademo from Goldfire.
HORIZEN SLEEPING BAG Great multipart demo with vectors & funky music.
INDIANA JONES DEMO Nice clip of the movie!
IRAQ DEMO Amusing demo of Saddam meeting President Bush ..... Kaboom!
INTUITION MEGADEMO Includes a very good acid type section!
KATHARSIS MEGADEMO This is the famous Xcopy demo from Poland!
KEFRENS MEGADEMO VIII This is great plenty of filled vectors and music.(2)
KGB MEGADEMO (2) This is great ! A great house music video & vector drums
LAUREL & HARDY Good demo featuring 'The lonesome pine' song. (2 disks)
MAGNETIC FIELDS HYSTERESIS Excellent vector graphics, plus music !
MAGNETIC FIELDS SPACED OUT (2) Music come demo disk with some good tracks
MAXIMUM OVERRIDE (2) Very nicely done filled vector demo by TSB.
MIRAGE MEGADEMO Another good disk, this one copies itself.
MONTY PYTHON (2) Brilliant demo featuring the lumberjack song !
MONTY PYTHON NUDGE NUDGE Another amusing sketch on 2 disks! (2)
NEWTEK DEMO 3 An exellent demo,take your machine to the limit! (2)
NOT THE NINE O CLOCK NEWS Some amusing sketches on these disks (2)
PHENOMENA ECES A very good demo with a light sourced filled vector !!
PHENOMENA INTERSPACE Is time Linear ? Well get this demo and find out
PHENOMENA ENIGMA Absolutely brilliant, one of the all time greats!
PHENOMENA JOYRIDE Another absolute corker of a demo!
PINK FLOYD THE WALL (6) Oh yeah ! A huge demo based on film and songs.

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THIS ADVERTISMENT WAS WRITTEN, DESIGNED AND TYPESET ON THE AMIGA USING PROFE

ship circling a globe. 1 Meg
ng through an egg!
toon game by Don Bluth. 1

el chasing a Walker. 1.5 Meg
an and the joker. 1 Meg
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s time but still popular. 1 Meg
toon capers. Great stuff. 1 Meg
g with a satallite. 1 Meg
ber cartoon. Great. 1 Meg
of a housefly!
ghostbusters theme.
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from Devils!
the classics!
Filled vectors. 1 Meg
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based on film and songs.

DOMAIN DISTRIBUTORS

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PLASMUTEX Kickin SoulIISoul music beats plus wild copper and plasma FX !
PMC ALPHA OMEGA An absolutely superb filled vector demo. Lovely music !
PUGGS IN SPACE A classic demo, the kids will love it.
PRISONER DEMO Remember the old 60s series? Well heres the Amiga demo
PULLING THE TRIGGER Well laid out set of demos.
PURE METAL CODERS Present fractal demos disk, very nice.
QUARTEX SUBSTANCE Superb demo one of those you simply must have !
RAF MEGADEMO A very nice 2 disk megademo! (2)
REBELS MEGADEMO II An old classic blast from the past!
REBELS COMA This one is a classic ! the best Acid style video on Amiga !
REBELS SNAP A nice demo with spooky style music track, Popular still.
REBELS TRIPLE TROUBLE Nice new demo, + some others.
REBELS OUTLAND Latest demo from a prolific outfit!
RED SECTOR CeBIT 90 An old classic filled vector demo, lovely music
RED SECTOR MEGADEMO (2) Still stood the test of time, very good !
SCIENTISTS 451 MEGADEMO Great megademo with some great soundtracks.
SCOOPEX CHROMIUM Superb demo with great graphics and music.
SCOOPEX MENTAL HANGOVER One of the best demos of all time. get it!
SHADOW OF THE BEAST DEMO Superb demo of a classic game!
SHINING VECTOR EXTERMINATOR Exelient demo, incredible new effects.
SILENTS GLOBAL TRASH This is a MUST for all demo freaks, Mega !!!!
SILENTS ICE Latest demo from the Silents. Brilliant music tracks !
SILENTS MEGADEMO Old but still up to scratch, vectors and music !
SIMPSONS BY DECAY With superb animation and a great funky music beat
SIMPSONS EQUINOX Remix of the song & pics of our favorite hero Bart !
SIMPSONS FREEHAND Slideshow with a funky little Bart Simpson soundtrack.
ST PEPPERS LONELY HEARTS Great 60s syle demo from Brazzle Atkins. (2)
TECHNOFLIGHT MEGADEMO Not a bad little megademo. But not all that good.
TECHNOFRIGHT A spooky demo with good music & effects!
TIMEX HYPRA Great demo that looks like a platform game & good music.
TOMSOFT TRIP TO MARS Old but very good 3D filled vector trip to mars
TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year !!!!
TRIPLE TROUBLE Brilliant plasma and copper fx with funky music track !
UNREAL DEMO Superb graphics & sound in this great demo.
UNIVERSAL PICTURES Very impressive filled vector demo in space ++++
VANGELIS DEMO Great music & superb colour cycled graphics. 1mg.
VECTRA SINKING DEMAND Really good filled vector demo.
WARFALCONS PURPLE MEGADEMO Another good classic demo.
WITH VECTORS TO HEAVEN New demo just in, check it out!
WRATH OF THE DEMON DEMO Another to show off the machines graphic power.
XRAY MEGADEMO A demo in 6 separate parts.

MUSIC DISKS

100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised on the Amiga
4-MAT CES MUSIC About 10 great songs by 4-mat of Anarchy.
4-MAT REFLECTIONS 2 Four or Five good songs again by 4-Mat
ALCATRAZ 'THE POWER' Excellent re-mix of the song by the band Snap.
ALCATRAZ MORE THAN MUSIC A superb music disk very well presented !
ALCATRAZ SOUNDS OF ENERGY Four Great house music tracks. Worth a listen.
AMAZING TUNES II (3) This ones a biggy loads of great music by SAE.
AMEGA PARTY WINNERS Four EXCELLENT songs that won the Amega party contest.
AMIGA CHART BLACK BOX, QUEEN The invisible man and Ride on time. Remixed
AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. By Rob Baxter.
ANARCHY CAPTURED IMAGINATION SOme very nicely presented music by 4-Mat
BANGING RAVES Yeah ! Pump up the music, kickin remix of some house tracks
BEAST SONIX Scoopex present the music from Beast I, all tunes.
BEATLES SONIX Lots of Beatles music done in Sonix!
BEATMASTER 808 STATE Cubik and more of this type of music from 808 State.
BEATMASTER I LOVE TECHNOLOGY More of the rave type music. Great Stuff.
BRUNO'S MUSICBOX II This is great really Funky music with jazz influences.
BRUNOS MUSIC BOX III Some superb jazzfunk music on this 2 disk set,(2)
CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter.
CLASSICAL MUSIC II Another great classical music disk.
CRUSADERS BACTERIA Great music disk one of the best ever!
CRUSADERS AUDIOX Another classic music disk, great music.
DEPECHE MODE MUSIC Nice soundtrackered disk of their music!
D-MOB MUSIC 3 A Great quality house music re-mix, One for the collection.
D-MOB MUSIC 4 (2) PopMusic, PumpUpTheJam and more great house tracks
DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house & more
DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it !
DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant !!!!
DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin, and Touch Me. Brilliant !
DIGITAL CONCERT 6 Latest in the series, very good quality House music mix.
DIGITAL DEBUSSY Great classical music from Rob Baxter, Clair de lune etc.
DIGITAL DEBUSSY 2 More great Debussy tracks on this 2nd disk.
DO THE BARTMAN (3) The Chart topping song sampled onto three disks. Brill !
ENCYC2 MUSIC DISK NO 1 Great music disk, new!
EQUAMANIA II Demo with a great dance music track and fab equalizers !
EVIL FORCES Brand new mega acid/house music demo (some swearing!) (2disks)
HELLOWEEN DEMO Great screaming rock guitar demo! (2 disks)
GENESIS LAND OF CONFUSION A sample of the well known track.
GOLDFIRE CEREBRAL DELIGHTS (2) Two disks of music with tape selecter.
GROOVE IS IN THE HEART Remix of the song by DeeLite, If you like the song.
JARRE DOCKLANDS The keyboard wizard, sampled and on your amiga. Great !
JUSTIFY MY LOVE Remix of Madonna song plus more mixed in!
KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box Selector
LSD DONT PANIC Superb new music disk, exellent quality music.
MADONNA VOGUE (4) Sampled remix of the song, good quality sample too.
MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music!
MANIACS OF NOISE This is brilliant ! Great stevie wonder type music !
MIAMI VICE REMIX Sampled music + a digitised pic!
NAGEL PICS Some nice pictures from a well known artist.
NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to the music !
PAT MUSIC I Collection of fantastic ripped music, by various artists.
PAT MUSIC II Another great collection of ripped music here.
PAT MUSIC III Another great collection of songs by Pat. Well cool.
PHENOMENA MUSIC DREAMS I Twenty wicked songs by twins of Phenomena.
PHENOMENA MUSIC DREAMS II Second in the series More superb music !
POPEYE MEETS THE BEACHBOYS Great demo very funny!
RAM RAT III 4 really long songs on this one, very good.
RAZOR FACE ANOTHER DAY This is an incredible music track!
RHAPSODY IN BLUE Great conversion of Gershwin music by Rob Baxter! 1mg.
SILENTS BLUES HOUSE (2) Tangerine Dream style music. With game. Brilliant !
SILENTS FULL POWER House it up music. Includes Remix of tricky disco.
SOUND OF SILENTS This is a must ! Great atmospheric Jesper Kyd music !!
STAR DREK SAMPLED (2) Amusing mickey take of Star Trek. Great for a Laugh!
TALK TO THE TREES Another very funny sampled music/Comedy track.
TECHNOTRONIC REMIXES Pump Up the Jam and Get Up - they even sing it !
TECHNOTRONIX REMIX All of their songs remixed into one great track !
THE SOUNDS OF GNOME Mahoney and Kaktus music disk. 46 great tunes.
TIMECIRCLE MUSIC More Commodore 64 style music. Very good
VIVALDI - FOUR SEASONS (2) Superb rendition of 4 seasons by Rob Baxter
ZARCH 1 Great music tracks Inc, Itsy bitsy,oh no Timmy Mallet ARGHHHH!
ZARCH 2 Another great pack of exellent tunes!
ZARCH 3 More good quality tunes on this compilation.
ZARCH 4 This is the latest disk, good quality as usual.

SLIDESHOWS

ADDAMS FAMILY The Addams family started when Uncle Fester ... (Ermm .. No!)
ADVANCE HAM A collection of brilliant digitised pictures with funky music.
AGATRON 5 Some superb HAM pictures, created by Tobias Richter.
AGATRON 6 Incredible 4096 color ray traced slideshow. Get this one !
AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
AGATRON 9 More of Tobias Richters superb works, again based on Star Trek.
AGATRON 12 Some more great pictures on this new disk.
AIRCRAFT SLIDE Lots of pictures of fighter aircraft.
ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc!
AUSTRALIAN SLIDE Lots of pics of Australia in 32 colours.
BORIS VAJELIO (2) Pictures digitised from works by the Artist. Nice.
BORN TO BE FREE Picture of wild animals this time. Very good quality
BUTTERFLIES (2) High qulaity slidshow of butterflies, by Weird Science.
C64 ART Lots of picture screens from the good old Commodore 64.
CHAINSAW SLIPPERS This one is Great, the pictures are naff but hilarious !
CHRIS HILL Great pics from a great artist!
COLOURCYCLES A slideshow of colour cycled pictures. Very impressive.
CREEP SHOW Iron maiden type pictures, Eddie and more. Not music too.
DARKLORD SLIDESHOW Lots of pictures in the Darklords distinctive style.
DEBBY HARRY SLIDESHOW Some nice pictures of 70s popstar (2 disks)
DEMONS III A quality slideshow from C-Dryk of Demons, with music to back.
DESERT ISLAND SLIDESHOW Lots of nice pictures on this disk.
DIVINE VISIONS (2) A slideshow of Mythylogical gods with music to back.
DR WHO SLIDESHOW Piccies of Dr Who and the infamous Daleks!
FENN TASTIC VOL 1 Picture show of Twin peaks star Sheryln Fenn.
FORBIDDEN PLANET Nice slide with story text of cult 50s Sci fi film!(2)
FRAXION FUTURE VISION Great fantasy slideshow especially for lo res.
GARFIELD Digitised slideshow of the cartoon hero by Jim davis.
GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
GERMAN RAY_TRACE High quality ray traced pictures by a german artist.
GRUSEL SLIDE Eerie fantasy slide from Germany, unusual.
HARRY ENFIELD SLIDESHOW A slideshow of Harry Enfield & Smith & Jones.
HEROIC DREAMS SLIDESHOW 1 Great fantasy art pics from Pendle Europa.
HEROIC DREAMS SLIDESHOW 2 More great fantasy art pictures
HEROIC DREAMS SLIDESHOW 3 And yet more great fantasy pictures.
INVISIBLE WORLD Not one for people scared of creepy crawly creatures !
IRON MAIDEN SLIDESHOW Digitised pics of Iron maiden & more!
JIMI HENDRIX SLIDESHOW Great picshow of the 60s rock legend! (2)
JOE SLIDESHOW 1 Very good quality slideshows drawn in Dpaint, by Joe/SCX
JOE SLIDESHOW 2 More supah pics by Joe. Check them out for yourself.
KELLY SLIDESHOW Some excellent quality HAM pictures. Various subjects.
KIM WILDE SLIDESHOW Lots of pics but mainly in black & white.
MADONNA SLIDESHOW Lots of pictures but needs 1 mg & 2 drives (disks)
MADONNA \DICK TRACY SLIDE Quite nice slideshow, (2)
MILLER LITE Pictures and music from the TV advert for Miller Lite lager
NAGEL PICTURES Great hi res pictures from a famous artist.
NAPALM DEATH SLIDE This one is for over the top moshers only!
NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
NASA SLIDES 2 More pictures, this time viewed from space. good !
NEWTEK DYNAMIC HAM A slideshow of Newteks new mode 640x512 in 4096 colors.
NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
NIGHTBREED Yukky slideshow from the film. Music suits the pictures !
NIGHTMARE ON ELM STREET SLIDESHOW great for all you freddy fans (2 disks)
NIK WILLIAMS Some very well digitised pictures from the pictureware.
NW DYNAMIC HAM More from the Nik Williams series. Incredible quality.
PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PHOTMONTAGE I Slideshow on various subjects very nicely done.
PHOTOMONTAGE II Another great slide of various subjects.
POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity & Pet shop boys!
RICK PARK'S ART Dpaint style pictures all done in Hi Resolution.
ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.
SILENTS/CH 42 (2) This is superb, slides plus a great music track.
SPACE BUBBLES Great fantasy art pictures in interlaced ham.
SUPER HAM CARS Superbly digitised slideshow in Interlaced HAM. Beautiful !
SUN CONNECTION SLIDE Great ray traced pictures on this disk.
THE FABULOUS ART OF TOBIAS RICHTER Two disk compilation of some
TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great !
TERMINATOR II SLIDE Great slide of a great film! (2)
TRAVELLER SLIDES Impressive Pictures drawn in Dpaint by the Traveller.
VAX SLIDESHOW Pictures downloaded from a vax system. Very nice indeed.
VIC REEVES Pics of our hero & sampled music - You wouldnt let it lie !
WATERSHIP DOWN Cute side of those rabbits, great for the kids.
WRESTLE MANIA (2) Collection of picture and animations. Pretty good.
WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Good quality.
YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred and the rest.

MUSIC UTILITIES & MIDI

ALGORYTHMS Midi program for synthetic music creation.
ART OF MED Disk full of Med music scores.
ASSASSINS AUDIO MAGIC Collection of soundtrackers and ripping programs
ASSASSINS AUDIO MAGIC 2 Latest collection of soundtracker programs!
CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series synths.
DELUXE MUSIC DATA Some scores need midi synths, (needs Deluxe music)
FUTURE COMPOSER A chip music sequencer. Complex to use, but good
GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
JAMCRACKER Four channel chip music sequencer. Also handles sampled sounds
KAWAI K1 Editor for changing your patches on your keyboard
KAWAI K4 This is similar to above, a patch editor for K4 synths.
MED 3.2 Very latest version of this superb sequencer. Great !
MED MUSIC DISK Some nice med music on this disk
MIDI DISK Contains lots of useful midi programs for synth owners
NOISETRACKER Music sequencer used by the pros. Stacks of superb functions

NOISETRACKER-EXECUTEABLE Convert your modules to a stand alone program.
PERFECTSOUND SAMPLER Nice sample edit program with some samples!
ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details.
SOUNDTRACKER 2.6 New release of this popular program, new editing screen
SOUNDTRACKER A superb four channel sequencer everybody uses this one !
SOUNDTRACKER COMPILATION Compilation of sound and noisetracker programs
ST-80 BEAST SAMPLES Lovely panflute sounds from Beast and Beast II
ST-90 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-91 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-92 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-93 SAMPLES DISK Studio quality samples. drums, bass, snares and more
YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
YAMAHA DX7 VOICE SORTER For the above program.

AMOS PUBLIC DOMAIN

APD2 TREASURE SEARCH Find the buried treasure in this fun game
APD52 FORMS REALLY UNLIMITED a Great form designer program.
APD62 ARCADIA A nice version of the popular breakout game
APD76 RAINBOW WARRIOR Paint with coppers and save them out!
APD83 AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD85 REVERSI + SNAKES & LADDERS 2 well known games
APD96 PAIR IT Match the cards to make a pair,easy to play 1mb
APD97 DYNAMITE DICK Nice little amos game+ living slideshow
APD103 PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD104 PICK UP A PUZZLE Datadisk for above.
APD109 WEIRD SCIENCE DEMO II BIRDS OF PREY Nice slideshow
APD110 CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 BALLOONACY Good version of the classic 'Bomber' game.



ALL PUBLIC DOMAIN DISKS ARE NOW ONLY 99p WHEN YOU ORDER TEN OR MORE !

APD130 THE WOODEN BALL A shareware game 1mb
APD132 FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD135 SIMON & SPACE MATHS 2 educational games on this disk.
APD137 TILE TRIAL Sliding tile puzzle to solve within a time limit
APD138 SPANISH TUTOR Good if you need to learn Spanish
APD139 MASTER RACE A quiz game set in outer space
APD148 DEMOLITION MISSION Another version of popular bomber game.1mb
APD153 MISSILE COMMAND Nice version of the old classic!
APD166 PICK UP A PUZZLE Datadisk 3
APD167 JIGMANIA Datadisk 1 (needs LPD13)
APD176 DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180 DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD181 DUNGEON DELVER DISK 2
APD182 PIXIE KINGDOM Another good exploration game on 2 disks
APD183 PIXIE KINGDOM DISK2
APD190 BLACKBELT Chop the blocks in this martial arts game
APD198 BOMBS FROM BAGDAD/PRODIGAL SON
APD205 R-DRAW 1.48 Another well laid out drawing package.
APD219 JIGMANIA Datadisk 2
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LPD15 ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 REVERSI II New improved version of Reversi
LPD17 DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 TOUCHSTONES An Ishido type game played with tiles
LPD19 X-IT-50 Shoot objects across the screen
LPD20 WORDY A basic Amosware wordprocessor program, quite good
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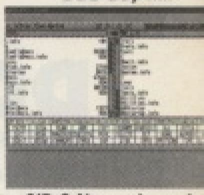
All the staff at NBS, Blitterchips, Vally and Start wish you a very Merry Christmas and a happy new year !



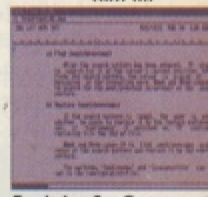
Come for a Joyride w... Phenomena Hi Fredri...



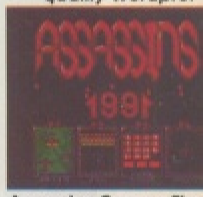
Adam at START on a bad day .....



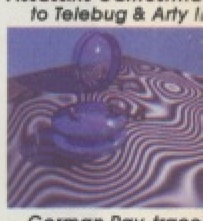
SID ? Never heard of him ....



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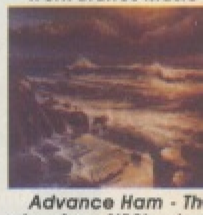
Assassins Games.Tha... to Telebug & Arty I...



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DEMOS

Dan Slingsby has been flattened by an extremely large parcel from 17 Bit Software. So, nursing a bump, he's handed over Demos to Steve Keen. 'And long may he reign,' cheers the ever-generous Dan. . . .

DOLLY MIXTURE

The Anarchy-spawned *Demo Dolly 9* is a six section affair compiled by Cosby. The sections consist mostly of scrolling vector demos. Not really very exciting, but hidden away under the Archaos title is a short animation of the Bart Simpson characters from his recent video. There then follows a handful of very nice comic fantasy art pics that can be flicked through and fade in and out of each other all set to a rather nice piece of music.
17 Bit, Disk 1512, ★★





ROLF RAP!

This peculiar demo features four pieces of music that are interesting to say the least. From the Rolf Harris Rap, with such immortal lines as 'pump up the Aussie' and 'jack ya kanga' and samples from Neighbours, to a cut that features some mean guitar riffs this one is quite amusing. The voice sampled on the Rolf Harris Rap is not that of our Australian chum but it doesn't really matter as a laugh is guaranteed.
17 Bit, Disk 1485 ★★★

FOOTBALL FANATICS

'Ere we go, 'ere we go, 'ere we go with more samples, this time in the form of the *Footy Mega Mix*. Tony Horgan has sampled actual football fans on the terraces and some over-excited Brian Moore commentary and produced a wacky mix that beats anything that ITV have to offer. All this has been set to a very catchy music track and the only thing that lets down an extremely entertaining demo is the tacky intro screen at the front, but don't let that put you off. This mix is a blast.
17 Bit, Disk 1496 ★★★



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CARTOON CLASSIC

For anyone who's heard of, or seen, the Japanese animated epic, Akira, they'll know why everyone is raving about its quality animation and cinematic effects. In fact, the film is fast approaching cult status and a television series has been planned for showing in this country. However, for now, fans can pick up this PD disk, containing a selection of hi-res hand drawn pictures from the film for next to nothing. There are only six colour pictures to look at, but they're well drawn so quality is foremost. Well worth a look if you're a fan.

17 Bit, Disk 1488 ★★★



MEAT KILLS

If you're looking for a cure to your insatiable appetite for burgers, try this novel demo from Coma. You'll be either in meat heaven or overdose on cowhide. The program is packed with some great scrolling fractals, burger-shaped of course, around coupled with some very effective shading. However, the real star is the short animation set on the production line. A conveyor belt system is making burgers layer by layer. Just as the sauce and top layer bun are about to be dropped a fly lands on the meat and is covered by a huge dollop of ketchup falling from the machine. The last bun is then laid on top and the juicy morsel is ready for consumption!

17 Bit, Disk 1517 ★★★★



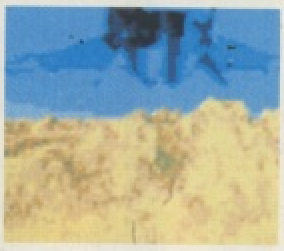
PREDATOR

More film stills come from TVR Productions who have put together quite a collection of Predator shots. All the pictures are in colour and rate amongst the best quality colour pics I've seen digitised. Unfortunately, they look as though they've been lifted from the video and the subject matter only consists of tightly cropped pictures of the main characters. You'll have to wait for what seems like an age to get a glimpse of the Predator and Arnie himself doesn't put in an appearance until about pic 10. Once again, the dreadful music adds nothing to the show, but if you want to see how a really good colour grab can be done, this is for you.

17 Bit, Disks 1505 A and B ★★★★

SEE ME! CD

Ok, you've heard all the spiel about how wonderful the CDTV is and how you can get amazing educational software and encyclopaedias and you can even listen to Martin Luther King's 30 minute speech in stereo, but what about the games and their graphics? Well, thanks to Diskovery you can get a small preview of one of the games in miniaturised form. The demo gives you a taster from Psygnosis' proposed CDTV flight sim. A highly detailed fighter skims over a rocky canyon-type landscape and launches a rocket at a missile that has been launched from a silo. Due to memory restrictions the play screen without the CD-TV's capabilities is limited to only one-and-a-half inches by two-and-a-half, but it's still an impressive sight if you compare it to other own flight sim offerings.



Diskovery, Disk CDTV Micro Flight, ★★★

PLANE SAILING

Eric Schwartz's monthly offering is very tame by his standards and very short. The latest Aerotunes demo is called the *Vietnam Conflict* and we wonder if he's running out of war scenarios? The 20-second demo features a small fighter, presumably Vietnamese, flying through the sky when he spots a huge American bomber/fighter racing towards him in the distance. Yet again the coward turns tail and hides in a cloud as the US plane parks alongside him. The cheeky small plane then starts to pull faces at the bomber and gets seen from out of the corner of its eye and dives into the cloud after it.

17 Bit, Disk 1533 ★★★★







1 MEGA MIX

***Now That's What I Call Music* may have reached number 85, but they're still stuck in the single digits on the Amiga. *Now 1* contains four tracks including Dance 1990 Megamix incorporating samples galore. Unfortunately, for 512k users, the best of the four songs, Get Ready, is for 1 meg users only. Another pain is the fact that you have to reboot the disk every time you want to change the tune, but this is a only a minor hassle.**



Varksoft, Disks 212 + 213, ★★★

DEMOS

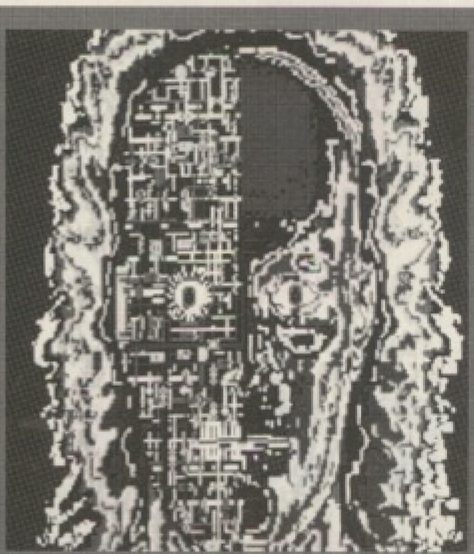


ALIEN ANTICS



Prodigy have an original approach to slide shows. Their latest one takes on the subject matter of the Aliens film. The screen is split into four sections each showing a different digitised picture from the film. Quality varies but the different colours used to bleach the pictures add some atmosphere even if the terrible music doesn't. There are roughly 70 photos, but most are only worth looking at once.
17 Bit, Disk 1500
★★★

COWARDS AHOY



After our review of the Two Toms brilliant Shamen sample, Move Any Mountain, yet another musical opus has landed on the CU doormat. This time they've chosen Yello's classic The Rubber Band Man. The complete single comes on two disks and is funky in all the right places. Everyone will enjoy this one and we eagerly await their next 'release'.
17 Bit, disks 1521A and B ★★★★

PDTOP TEN

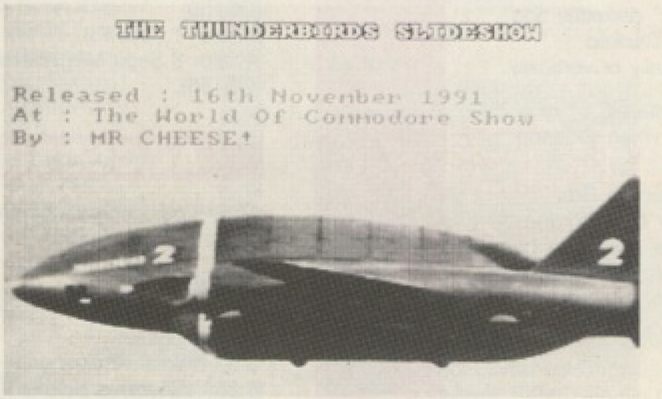
A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1 Hypnotic Hammer II **S**
2 WWF Slideshow **M**
3 Thunderbirds Are Go! **M**
4 Vietnam Conflict **A**
5 Adventures of Norris **G**
6 Footy Megamix **S**
7 Shamen Remix **S**
8 Micro Flight **A**
9 Rubber Band Man **S**
10 Akira **M**

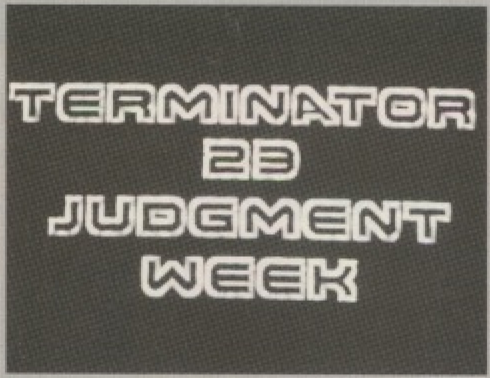
Compiled by CU Amiga

THUNDERBIRDS ARE GO!

It's nice to see that there's still a demand for the classic Thunderbirds' characters. The demo begins with the traditional Thunderbirds countdown sampled from the show and a black and white digitised picture of Thunderbirds 2. Yeah, I can really get into this! The count downs started, the pics are flicking by, now cue that famous music. But then it all turns into a bit of a damp squib as instead of the thunderous theme tune you're presented with some sort of electronic wishy-washy fair. Pah! If it's not the original it's not worth putting in. Still, a few childhood memories can be relived.
17 Bit, Disk 1516 ★★★★



DEMO OF THE MONTH



TERMINAL TASTER

In what appears to be a huge plug for the Budapest Computer Fair, this demo is destined to turn people away rather than attract them. Commencing with a Terminator 2 ripoff featuring their own version of the 'droid, the T-23, there's a mixture of Terminator music and animation. The short clip plugs the show, whilst providing a sneak look at its comical Terminator mascot, and then makes way for some serious vectors. The broken English is a pain in the bum, but hey, they are Hungarian.
17 Bit, Disk 1504 ★★★★



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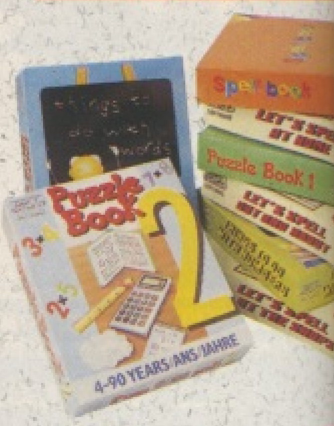
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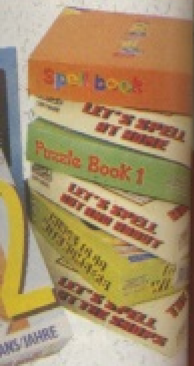
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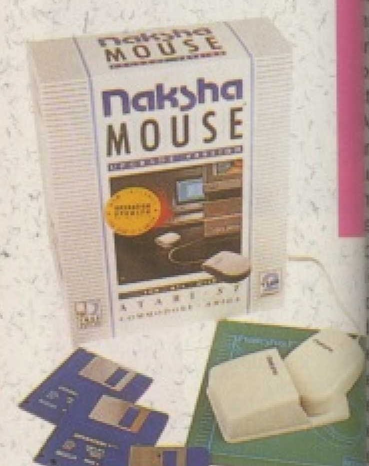
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1186 Samples Disk
1187 Samples Disk

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1194 Vista Demo
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1198 Real 3D Slides
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1220b Jasper Carrot Demo
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1368 Intro's 62
1369 Opti Utils 2
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1450a Dimension 4 Music
1450b Dimension 4 Music
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1452 * LSD Music Disk
1453 SoundSplash 4
1454 * Magik 12 Hope
1455a Equinox So What
1455b Equinox So What
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1457 WFMH Vector Demo
1458 * Keferons Guardian
1459 * Static Bytes Music
1460 * Devils Labyrinth
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1462 Unicopy
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1488 Akira Pictures
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1490 Vanish music disk
1491 Mozart 2 Flute concerto
1492 Icon clipart
1493 Rebels intro's compilation
1494A Mega music comp 4
1494B As above disk 2
1495 Hypnosis demo
1496 Funky footy mega mix
1497A Utah saints remix disk 1
1497B As above disk 2
1498 Text engine v3.0 (superb)
1499A Now music disk 1
1499B Now music disk 2
1500 Aliens slideshow
1501 Wildfire megademo
1502 Grapevine music mix (46 mins)
1503 Nemesis intro's comp
1504 Terminator 23 mega demo
1505A Predator slideshow disk 1
1505B Predator slideshow disk 2
1506 Easy print 2 (great printer utility)
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PD UTILITIES

THE BEST NEW RELEASES

Mat Broomfield takes a look at some of the best PD utilities released this month.



THE RIPPER'S GUIDE

If you dabble in music or graphics, the *Ripper's Guide* is sure to be of interest.

It contains a variety of rippers which will enable you to take sound samples, complete songs or graphics out of many programs. They're all very easy to use, and work in pretty much the same way: first load the program that you want to 'borrow' the sound or graphics from, then, once loaded, reset the computer by pressing Control and the two Amiga keys. Load the ripper that you want to use and it'll scan the computer's memory for any audio/graphic data that may be present. This can then be saved for use in your own programs.
PD Soft V483 ★★



WHOM II - THE NEXT GENERATION

Doctor Who fans are in for a real treat here because this utility contains an entire cross-referenced database covering every aspect of the bumbling time-traveller's history.

When *Whom* has loaded, a number of choices are offered, allowing the user to access data under a variety of Dr Who-related topics including the cast of every episode and details about every spin-off product (books and videos, etc).

Once a topic has been selected, you're presented with a database that uses *Superbase*-style controls to browse through the numerous files. A vast wealth of information is presented which gives every conceivable tit-bit about the cult series. Need to know who wrote the music for the episode called 'An unearthly child'? What about the title and script writer of the fifth program in the second season, or the video and book titles of anything featuring the Daleks? Wonder no further, for *Whom II* has the answer to these questions and very many more.

Incidentally, there seems to be a quite decent database program lurking in there too. Unfortunately, no instructions are provided so you'll have to figure it out yourself. Great fun never-the-less. PD SOFT V480 ★★★★

SQUELCH

People who often use Workbench will be familiar with the slowness of some of its commands and the lack of disk-space for you to store additional data or programs.

This simple and effective program solves both problems in a single blow for not only does it run at least 12% faster than a standard Workbench, there's even 250k of disk space for you to store your own programs etc.
DISKOVERY PD ★★★

SILLY *SAMPLES*

I rarely use the PD Utilities column to tell you about bad products, but on this occasion I decided to make an exception.

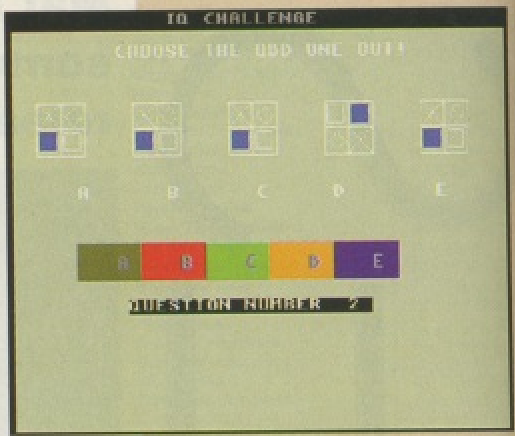
The *Silly Samples* disk is undoubtedly the biggest load of old crap I've ever heard in my entire life. Whilst the title implies that the disk contains a selection of amusing samples, what you actually get is a selection of samples obviously created by a bunch of drunken louts who not only can't use a sampler (as evidenced by the constant whine of feedback throughout every single one), but are barely even capable of coherent speech.

I suspect it would have taken a roomful of monkeys about thirty seconds to come up with something better, and even Kate Adie's more amusing. Stay Clear!
PD Soft V482
minus ★★★★★



PD UTILITIES

JORDPROGS



Programs written in Basic rarely make an appearance on the PD circuits nowadays, but this packed disk contains a great selection of useful and entertaining stuff.

If you're interested in self-education, *Typing Tutor* provides a number of stimulating exercises designed to increase your keyboard speed. The tutorials are self-modifying so they increase the level of challenge as your speed improves.

IQ Test uses a series of Mensa-style problems to assess your intelligence quotient. The tests are all timed, and the answers are multiple choice. A clearly explained tutorial section explains the logic behind each set of problems, and there are seven classifications of questions to answer which test you on subjects such as spatial awareness, logic, and verbal comprehension.

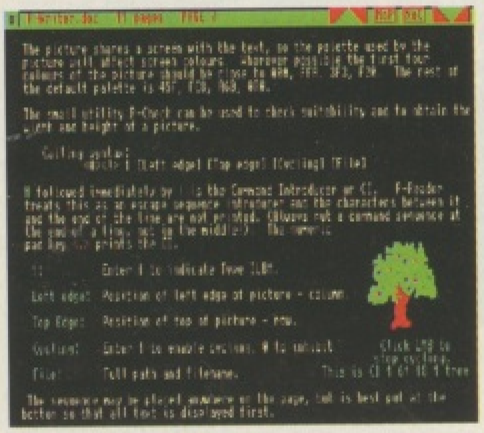
This disk also contains a couple of games and a useable preview of a program called *Quiz Creator* which, funnily enough, allows you to create your own quiz games.

PACIFIC PD ★★★★

P-SUITE V1.4

If you've ever needed a text display program, *P-Suite* could be the answer you're looking for.

It allows you to display text in a number of eye-catching ways to ensure that your documents are more attractive. Multi-coloured documents are a doddle, and with this great utility it's even possible to add graphics to illustrate your point.



Also included is a useful animation program called *P-Animate* which can be used to create hi-res animations complete with musical accompaniment. Images can also be animated against static backgrounds and moved around at will.

This really is a very useful suite of programs, and one which would cost at least fifty pounds if it were sold in the shops.

PD SOFT V475 ★★★★

T.BAG 61



Most people have heard of the the *Fred Fish* PD library, but far fewer have encountered any of the fantastic *T.bag* (Tampa Bay Amiga Group) disks, which is a shame because in many ways they're even better.

Disk 61 in the set contains an interesting assortment of utilities to suit most tastes. At one end of the scale there's the complexity of *TRexx*, an Arexx program for use with the *Video Toaster*, and at the opposite extreme there are tools such as *Dos-manager*, a great disk management utility to make life easier for beginners.

The disk also contains *Boot Pic* and *Boot Gen*, two programs which enable the user to create customised boot-blocks, complete with loading picture. *BizCalc* simplifies the job of calculating variable mortgage repayments, whilst *RPN* simplifies the job of calculating anything because it's a superb scientific calculator that supports numerous geometric and logarithmic functions.

The *T.Bag* disks are especially attractive and easy to use thanks to their superb menu system called *Transactor*.

AMIGANUTS ★★★★

MUSICAL EFFECTS

If you're into games programming or would like to spice up your musical creations, Killer Sounds offer a selection of sample disks which are bound to make things easier.

Available under a number of headings such as *Musical Effects*, *Music Vocals* etc, each disk contains a variety of IFF samples which can be loaded into music packages such as *Soundtracker* or *Octamed*.

The samples vary greatly in quality; some are quite poor whilst others are excellent. The same could also be applied to the choice of subject matter; there are some really unique sounds on the *Musical Effects* disk which you can use to add an original theme to your tunes, whereas some of the vocals sound as if they're recordings of the disk-compiler's rather weird friends.

Either way, these are a useful addition to anyone's sample library, but if you do decide to try them out start with the *Musical Effects* disks.

KILLER SOUNDS ★★★

ADDRESS BOOK

PD Soft, 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD.

Pacific PD, PO Box 737, Thames, New Zealand.

Amiganuts, 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX.

Killer Sounds, 28 Edington Road, Milton of Culcabock, Inverness, Scotland, IV2 3DB.

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SOUND AND VISION
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CDTV



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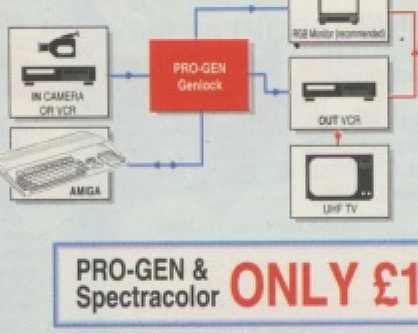
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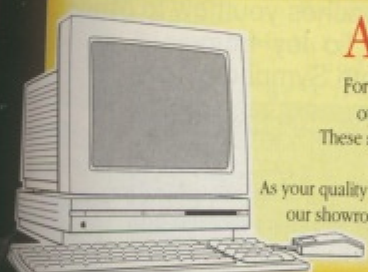
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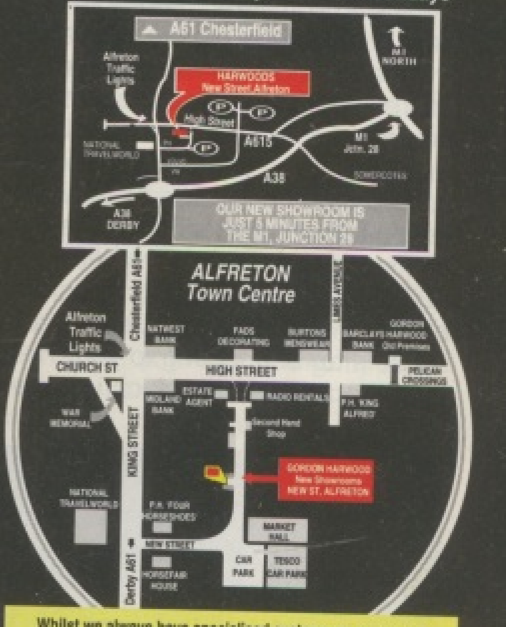
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Don't Shoot Me, I'm only The Pian

Flexing his fingers and donning his Liberace outfit, Steve 'Key Whizz' Chance went to town on Mindscape's eagerly-awaited Miracle system. Can this be the path to pop stardom?

KEY TO SUCCESS

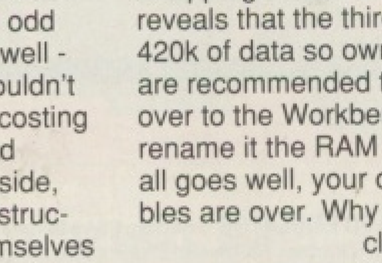
For those of you who want to spare the expense — not to say the potential embarrassment of — of having formal piano lessons, Mindscape now offer salvation in the form of *The Miracle Piano Teaching System*: an advanced electronic keyboard which connects to your Amiga, complete with software that teaches you how to play it.

Contained in the massive box are the impressive-looking four-octave keyboard, a separate power supply, two manuals, three unprotected floppy disks, and some other bits and pieces. The keyboard will work either on its own, or as an ordinary stereo synthesizer, with 128 different voices (patches). On the back are MIDI In and Out ports, phono sockets for connecting to your Hi-Fi, and the Miracle Port, via which you connect it to the serial port of your Amiga using the lead supplied.

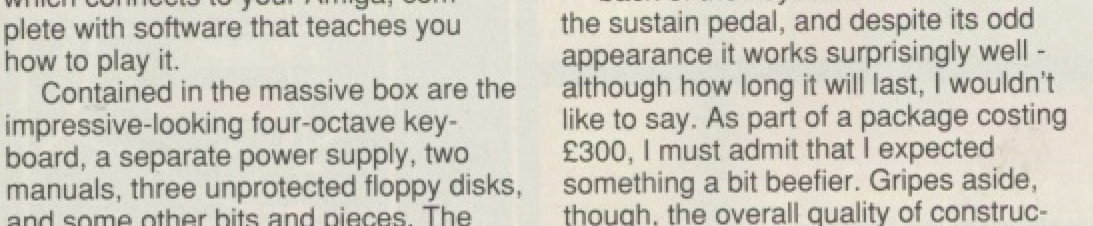
Although the keyboard has two built-in speakers, for private playing there is a headphone socket, too. Also supplied, is a strange tab of black foam, on the end of a long thin wire, which connects to a fiddly little socket on the back of the keyboard. This is in fact the sustain pedal, and despite its odd appearance it works surprisingly well - although how long it will last, I wouldn't like to say. As part of a package costing £300, I must admit that I expected something a bit beefier. Gripes aside, though, the overall quality of construction is reasonable. The keys themselves have a smooth feel, and are velocity sensitive - which means that, as in a real piano, the harder you hit them, the louder the noise.

WIRED FOR SOUND

According to the box, the minimum system specification for your Amiga is at least 1Mb of memory, with a hard disk or two floppy drives - the key word here being 'minimum'. If you don't have a hard disk, the teaching program demands regular access to all three of the floppies, which, even with two drives, requires infuriatingly frequent swapping. Closer inspection, however, reveals that the third disk contains only 420k of data so owners of more memory are recommended to copy its contents over to the Workbench RAM disk, and rename it the RAM disk as 'Miracle3:'. If all goes well, your disk-swapping troubles are over. Why the program isn't clever enough to check for sufficient memory and do this itself, I don't know.

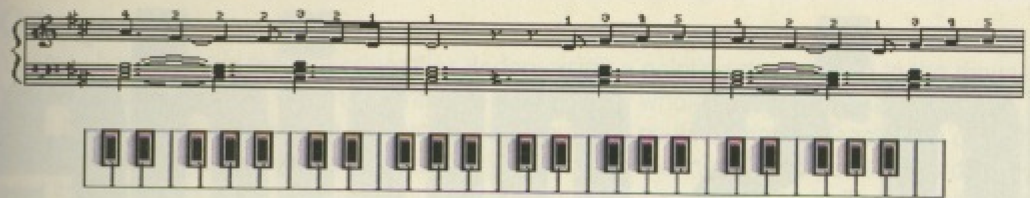


Once the program has loaded, and the keyboard has calmed down, you are invited to log on as a new student. You can define yourself as either a child or an adult, and it is worth noting that the computer is considerably more tolerant of its assessment of a child's performance. After a quick lesson on how to use the mouse, etc, it's down to business with Chapter 1 of the piano course, which teaches you how to play the tune of 'Ode To Joy' from Beethoven's Ninth Symphony (see panel).



Close encounters of a musical kind. This lesson, in which you copy the notes played by the aliens, is just one of the many bizzare arcade sequences that will get your finger tinkling those ivories. . . .

ADDRESS BOOK The Miracle Piano Teaching System costs £299 and details are available from Mindscape, The Coach House, Hooklands Estate, Scaynes Hill, W. Sussex RH17 7NG. Tel: 0444 831 76 1



ndTutor...

of looking down at the keyboard itself.

After each lesson, your performance is evaluated by the computer, and this is where the program's supposed 'Artificial Intelligence' comes into play, and a new exercise is prescribed to correct any problem that may have been detected. This part of the system can be quite rigorous and, although it suffers the occasional attack of 'Artificial Stupidity', it usually diagnosed my problems correctly.

For help, click on any of the highlighted words and you will enter a friendly hypertext help system. This is a system of cross-referenced help and information screens that make a detailed manual unnecessary, which is just as well, because you don't get one.

MIRACLE
. . . a t a g l a n c e

A good quality electronic keyboard • Friendly yet comprehensive piano-teaching software• Software interacts effectively with the keyboard • Keyboard is velocity sensitive.• 128 different patches and MIDI compatibility • Needs a lot of RAM or a hard disk • Costs much less than a piano and a piano teacher.

TUNING IN

Each chapter is divided into several bite-sized lessons, introducing new musical concepts as they become necessary. By the end of each chapter, you have learnt to play the complete song along with the accompaniment of The Miracle Orchestra. Actually, The Miracle Orchestra was something which I could have done without. Most of the machine's accompaniments are rather fussy and twiddly arrangements which put me in mind of the worst excesses of Viz's Captain Morgan (And His Hammond Organ). However, on the plus side, they do enable you to participate in creating a rich sound at a very early stage. Also, there is constant on-screen feedback as to which notes you are playing, which helps to prevent the habit

PINKY BUT PERKY

Each time, the lesson takes you into a new 'room', there is an unfortunate hiatus of grinding disk drives while yet another title screen is loaded. The problem stems from the package's American origins, where everyone owns a hard drive and where the problem would be non-existent. Another problem with the transatlantic origin of the software is the musical terminology used throughout. What a British Tutor would call minims, crotchets, quavers and your little finger, the program refers to as half-notes, quarter-notes, eighth notes and your pinkie. Admittedly, the American terms make much more sense (except for 'pinkie'), but if you're thinking of taking a British piano exam, you could run into trouble.

The course covers basic keyboard skills and most of the musical notation you are ever likely to run into, and the playing of each song is taught in detail. No actual printed sheet music is included in the package, so you can't visit a friend who has a piano and show-off the song you have just learnt to play. Also, you can't scribble notes to yourself above the phrases you have particular difficulty with. You can, of course, buy separate blank music sheets, but the chances of it being of the same arrangement as the one used in the program is pretty thin. Most sheet music is written to be played on the seven-octave keyboard of a real piano, and so won't fit naturally onto the 4 octaves of the Miracle.

Though the software offers frequent encouragement, and does its best to appear to know what you are doing, there are some areas where it cannot take the place of a flesh and blood piano teacher. It cannot comment on the phrasing and expression of your playing, nor can it slap your wrists with a ruler when you neglect to hold your hands properly. However, it does offer infinite patience, and a certain addictive 'I'll just see what's round the next bend' quality, which helps to sustain the all-important desire to learn.

CONCLUSION

The Miracle keyboard system does virtually everything it claims to do, and should enable most people to play simple piano pieces with confidence. Bear in mind that the software *is* slightly sluggish, but still it's well-presented and intuitive to use. If you are serious about learning to play the piano, the benefits offered by this system would certainly justify the purchase of a hard drive.

ALTERNATIVES

The obvious alternative to the Miracle system is signing up with a human piano-teacher. If you are still at school, piano lessons are often available free of charge. However, with the squeeze being placed on so-called 'non-essential' subjects, less and less money is available for schools to pay for the necessary teachers.

Privately, you can expect to pay around £8 for a half-hour lesson from a qualified teacher. Then, of course, you will also need a piano for practising. A reconditioned piano will cost at least £500, while the price of a new piano runs into the thousands. Beware of settling for the cheapest piano you can find, though, as if the sound and touch are poor, you won't enjoy playing, and you will give up before you've even started.



Not quite the Juillard School of Music. . . but this is what you'll be able to play after a few weeks. . . .

VERDICT

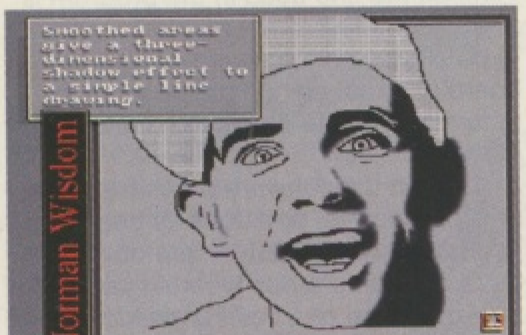
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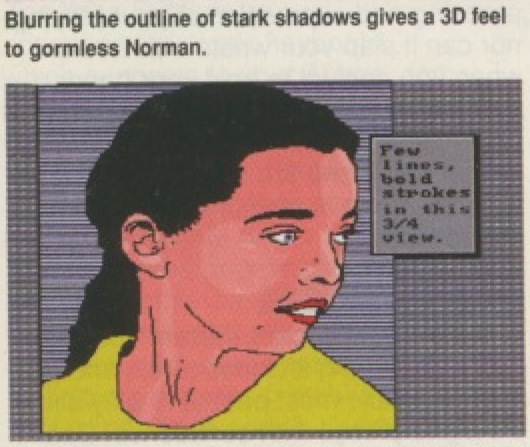
A mug's guide to drawing

... or more than ten ways to face the facts

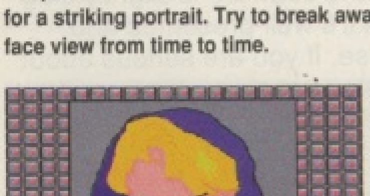
Keep a stiff upper lip and don't even bat an eyelid – Peter Lee is about to tackle one of the toughest tasks facing Amiga artists: faces.



Blurring the outline of stark shadows gives a 3D feel to gormless Norman.



Simple brush strokes and an interesting 3/4 view make for a striking portrait. Try to break away from the full-face view from time to time.



Simple tonal transitions are harder to achieve than a standard line-drawing, but give a softer, more realistic image.



Even on a standard face such as this, vivid realism is achieved if the eyes have life.

Drawing faces has wiped the smirk off many an Amiga artist's lips but, with a little help, plenty of practice and some neat shortcuts, you will be able to meet this tough challenge.

❶ Wrong footed ?

Before explaining how to get things right, a word about what most people do wrong: they try to cram too much detail into their faces. As you may have gathered in my series of hands-on articles, it's no sin to be a bit lazy; suggest shapes and forms rather than get every pixel perfect. Good though the Amiga is, graphic definition isn't all that sharp.

❷ The shame of it

Don't draw faces from memory. Some people can, most of us can't. There's no shame in using a picture as your source – it gives you the time to study the subject, and you aren't likely to put the bits and pieces in the wrong place. Start off with magazine shots, then work your way up to snaps of loved ones (if they stay loved ones afterwards, you know you must be doing something right!).

❸ Forms in sight

Before you even caress the mouse and start sketching, stop and consider what form your drawing is going to take. The Amiga lets you mimic several kinds of traditional art mediums, and these affect how your finished work will look. In both low and medium resolution you can have up to sixteen greys to mimic a pencil or charcoal sketch – the kind people endure on holiday by kerbside artists. And believe it or not, sixteen colours is also enough to give a good tonal range for water-colour or pastel-type work.

❹ On the starting grid

There is one genuinely useful trick for copying pictures and one cheat. The cheat is to use a digitised picture, trace round it and colour it in (as we did in our Rotoscoping tutorial). This is not going to improve your art skills, but it gets the job done. The most time-honoured artistic trick for copying, whether from life or pictures, is to use a grid. Divide your original up into a sequence of squares, duplicate this grid on your Amiga screen, then methodically copy the contents of each square.

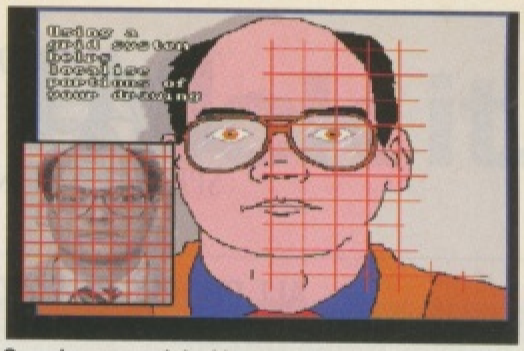
❺ Easy life

You are still doing all the work, but concentrating your attention in smaller areas makes life much easier. Use a bright non-face colour for the grid, drawing over it as you progress, then erase the grid by using the stencil tool to protect all other colour before clearing the screen.

HEADS YOU WIN Not content with what nature gave them, some cultures have actually practiced skull re-shaping for a variety of reasons – cosmetic, practical or intellectual. The bones in the heads of young babies are very soft, and they can be made to conform to various shapes if bound or pressed. The ruling families of Ancient Egypt are known to have approved this bizarre treatment, which found favour at one time or another in Sweden, France and native American culture. Indeed, in Nazi Germany in the 30s, some parents are said to have re-shaped their offspring's heads by binding in order to better conform to the Ayrian ideal.

❻ Dodge city

You may have already thought of another dodge: using a pointing device fixed to the mouse to trace around images. I have tried this and can give it a wholehearted, unreserved raspberry. It seems like a good idea until you try it – your dog could do better. Tracing an outline is easy, but while your eyes are fixed on the paper under the mouse, the pointer has developed its own personality on screen and drawn something resembling an ordinance survey map of Dartmoor. Maybe you'll have better luck than me, so give it a whirl – all you need is a thin piece of card shaped to a point and some sticky tape.



Covering your original image with a grid, then reproducing the squares on the Amiga, is a neat way of copying faces because it helps localise portions of the picture.

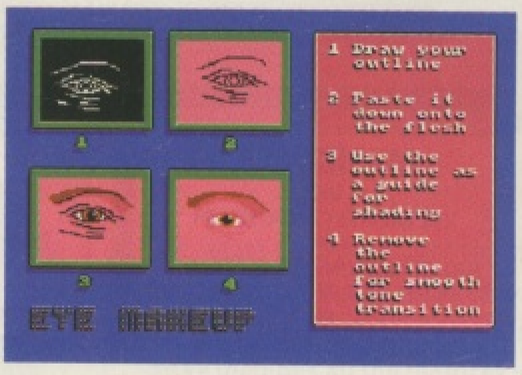
❼ Stereotyped

The bottom line is that getting a face right (ie so someone else recognises it) requires a lot of patience. Not just in the outline, but in choice of colours.

Poster-style images, used to make an impact (as in my Arnie screen), can be done with three or four colours; but in this form it's all too common for realism to give way to stereotype. That's why it's best to keep persevering for the realistic touch.

❽ In the pink

Manually drawn faces cannot hope to capture the million subtleties of human skin; even 4096 colour HAM screens barely scratch the surface, and who needs the added aggravation of HAM with a subject as tough as this? But at the other extreme, even with only eight skin-pinks, nuances can be created which add true depth to the complexities of the face.





Left: Making up eyes is a vital part of giving life to a face. When drawing a cartoon strip, you can make modest alterations to the same face to save time.

❾ Blunt advice

To enhance the recognisability of your face, it is a good idea to create the initial outline in a dark colour. Although this tends to give a cartoon-like quality to the finished subject, it is the most immediate way to present shape and angle; true, lips don't have sharp edges, but being too realistic on a computer screen will either leave the mouth looking like a gash or a sausage. Once you have gained confidence using outline features, you can move on to letting flesh-coloured face shades do the work.



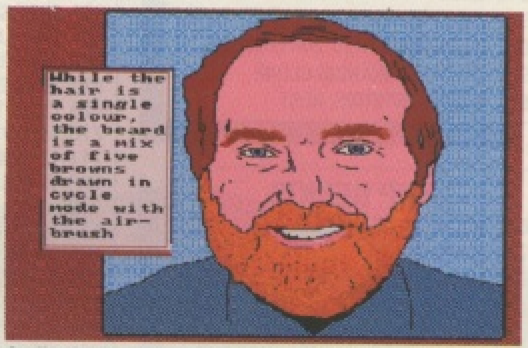
A frame from a comic strip, showing how a minimum of pen strokes can convey dramatic feelings.

❿ Blurring the edges

An intermediary stage is possible which, in spite of its simplicity, gives a near photo-realism to your work: blurred shadows. Working in sixteen colour mode, with a grey paper colour and black as your ink, draw the outline, then add shadows as solid blocks. You will find that the shadows resemble a painting-by-numbers outline as they define the nooks and crannies of the face. Once drawn, use the smooth tool to blur the edges to give added realism.

⓫ Lip-smackin'

Apart from housing smell, taste, sight and hearing, the face's main function is in expressing feelings. Initially, you will find it easier to adopt the melodramatic over-emphasised grimaces and snarls which you find in action comics. But practice will give you the skills to show joy, surprise, sorrow and so on with less emphasis. A curled lip, raised eyebrow or narrowed squint are the kind of nuances to employ for subtle mood inferences.



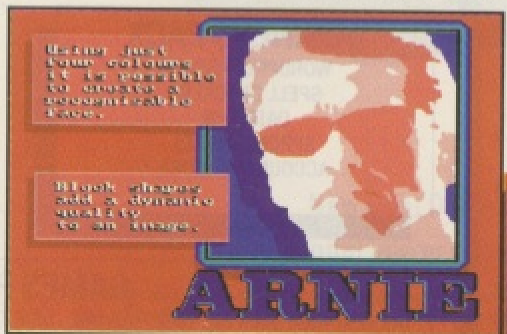
A glint in the eye, a spread of teeth and a jolly grin captures this subject perfectly. Note the beard – achieved with a spread of four browns using an air-brush tool in cycle mode.

⓬ Bare essentials

This holds good in both simple and complex cartoon drawings, as well as art-from-life images. You can pare the drawing information down to the bare minimum to create a computer comic-strip story (as found in daily paper strips) or add colour and realism (as in the Batman novelettes). In either case, once you have built up a series of drawings, you can archive them and call them up to make slight amendments as the story unfolds. After all, there are only a few pixels difference between a grin and a grimace.

⓭ Hot spots

Whichever way you draw your face, the one feature you cannot skimp on is the eyes. Often described as the 'window to the soul' they are the most expressive feature of any face, and reflect this in their complexity. But, unless your subject is Dusty Springfield, eyelashes are not vital, and can easily be suggested by a thickened dark line. It is important to suggest – either by shadow or line – the hidden shape of the eyeball under the lids, and the pupil itself should be a black circle in the coloured iris. For real accuracy it is vital to put a white hot-spot on the pupil/iris area, to show the direction of a light source reflected on the wet surface of the eye.



Unmistakably Arnold. Even though he's drawn using contoured shadows in just four colours, the strong features show through.

⓮ In reach

In the same way, a hot-spot highlight is often needed on a small area of the lower lip, where light catches a sheen of dampness or lipstick. Faces are tough to draw, but hopefully not out of reach now you know some of the tactics for tackling them.



Building up a face-bank means you can cut down on work by editing a few features to convey many moods.

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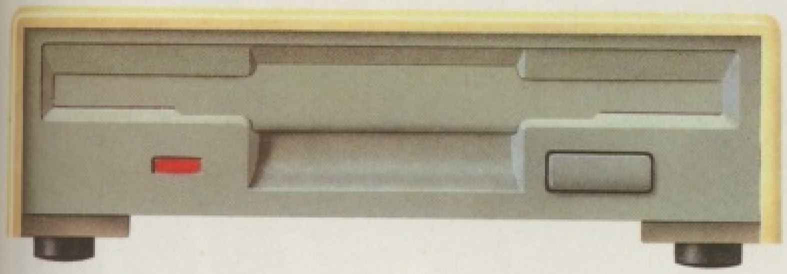
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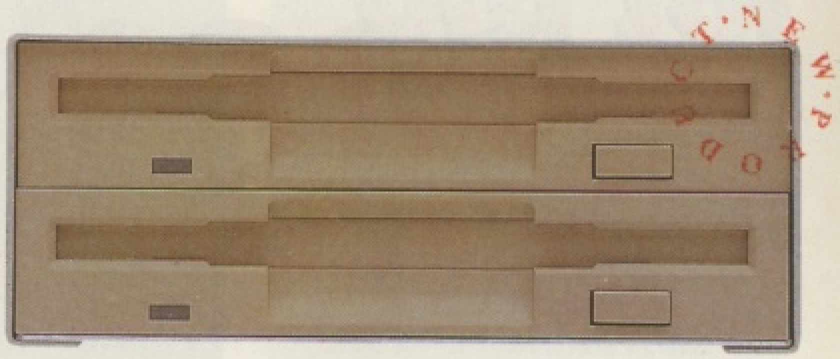
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Where you can stick it.





Viruses, disk swapping, clicking drives, disks which won't back up. Is there no end to the whingeing of the Amiga user?

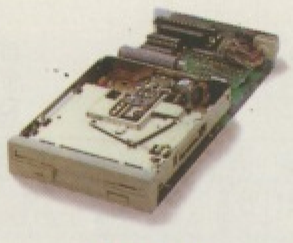
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let the good times roll

If you enjoy making music but aren't very good at it, *SuperJAM!* will turn you into a seasoned pro in no time. Mat Broomfield takes five...

I GOT RHYTHM

Here at last is a construction kit that composes in styles from Mahler to Bob Marley using a potentially unlimited number of samples.

At its simplest, *SuperJAM!*, from Blue Ribbon Soundworks, is no more than a glorified rhythm player – similar to the ones you'll find on most synthesisers. Tell it to play reggae-style, for example, and it will deliver a continuous and suitably 'boomba-chicka' Jamaican rhythm.

Each musical style consists of up to six elements: lead, bass, piano, strings, guitar and drums. These elements are known collectively as 'The Band', and different styles feature different band members. A tune played in a classical style might feature the strings, piano, and bass sections, whereas a hip-hop style would require the guitarist, drummer, piano and bass sections.

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However, don't be fooled by the titles of the band members. They correspond to their function within a tune, as much as to the instruments they actually play. For example, the piano player, who mostly plays chords, could just as easily be playing an organ or even strings or guitar if you prefer.

Before playing begins, instruments are assigned to each band member, and these can – and indeed should – be changed according to the musical style being used.

INSTRUMENTS GALORE

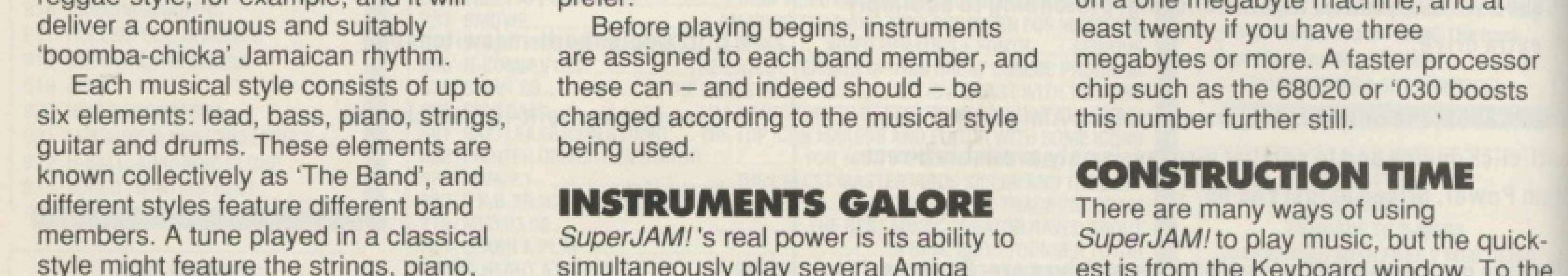
SuperJAM!'s real power is its ability to simultaneously play several Amiga voices. Until now it's only been possible to play four samples at a time, or eight using *Octamed* – but *SuperJAM!* sets no such limits other than on the amount of memory needed to store them. In practice, this means that five or six decent quality samples can be played on a one megabyte machine, and at least twenty if you have three megabytes or more. A faster processor chip such as the 68020 or '030 boosts this number further still.

..or – Songwriting can be easy

CONSTRUCTION TIME

There are many ways of using *SuperJAM!* to play music, but the quickest is from the Keyboard window. To the left of this are buttons from which one of

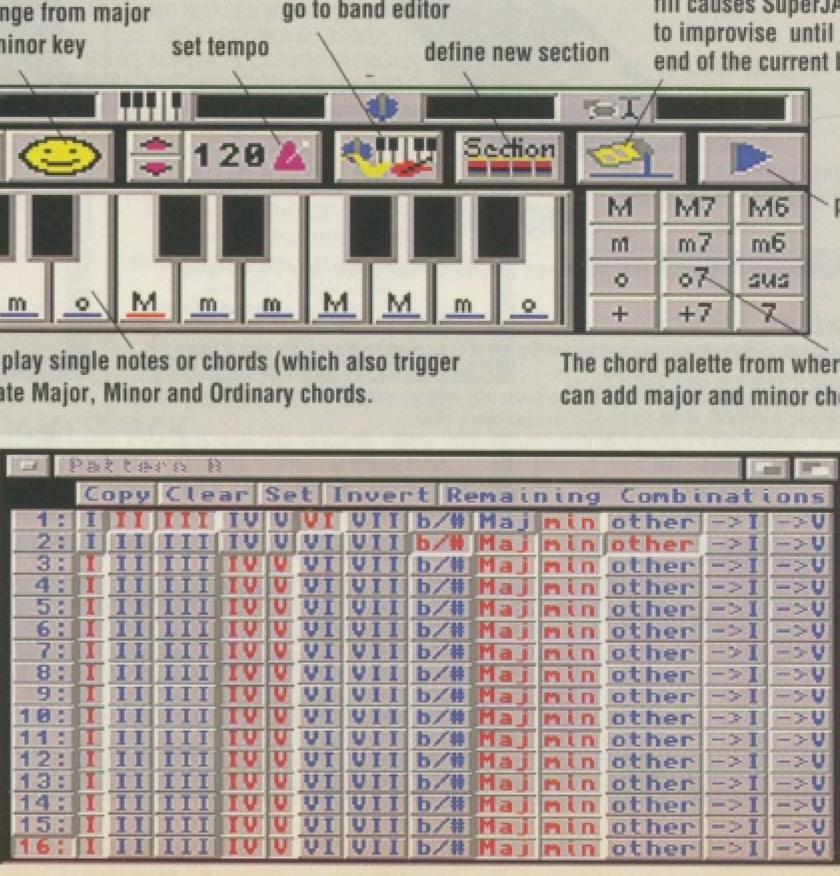
Anatomy of a song



The keyboard from which you can play single notes or chords (which also trigger changes of key). The letters indicate Major, Minor and Ordinary chords.

The chord palette from where you can add major and minor chords etc.

The keyboard is where you'll test most of your ideas before recording them in the Pattern and Song Editors.



The Chord Filter allows you to decide what chords SuperJAM! can use in your operations.



four pre-loaded play styles can be selected, whilst to the right is the chord palette complete with buttons that generate patterns of notes.

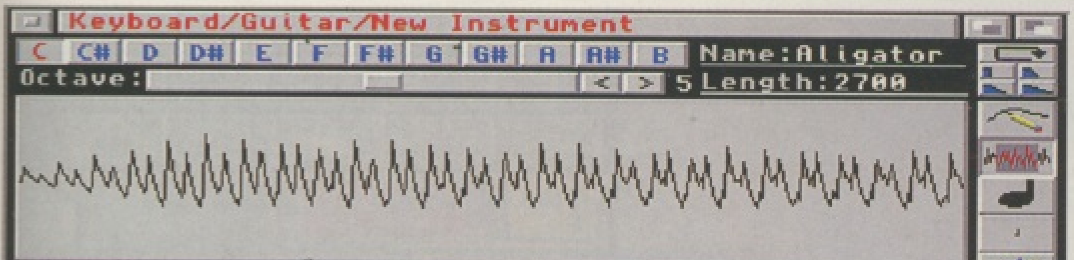
The most important part of the window is the two octave piano keyboard that occupies the centre section. It is here that the user plays most of the key changes that comprise a tune. Many of the piano keys are labelled with letters denoting the type of chord (minor, major, diminished etc) that will be played when they are struck.

You don't have to know what the chord names mean, just press the play button and a rhythm will start up, then merely hit a key on the keyboard or the chord palette and see if you like the results!

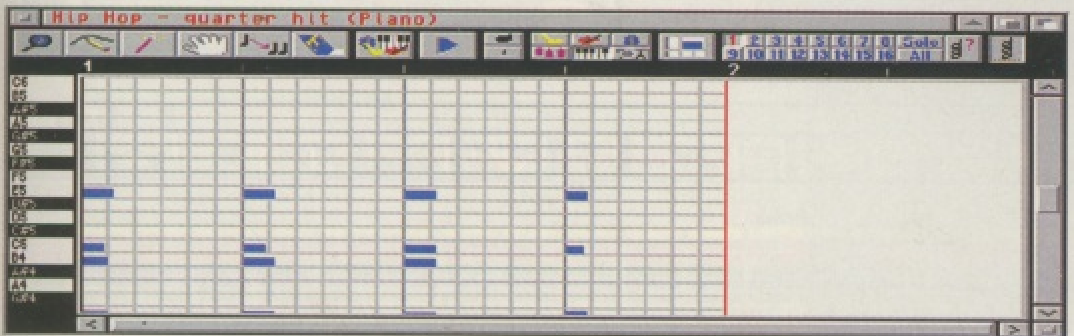
When you feel like creating a song, a quick click on the Section button calls up a requester that defines the name and length of the section to be created. Once these are set, the section window appears, divided into blocks which represent bars of music. These blocks are further divided vertically to represent the members of the band, and horizontally ➢



If thirty-two play styles aren't enough, you can add your own creations to the list.



The Sample Editor includes some features not even found in dedicated packages such as *Audiomaster 3* and *Audition 4*.



Preset play styles can be altered, instrument by instrument, to meet your own specifications.

DICTIONARY DEFINITIONS

Your very own guide to the jargon used...

CHORD A chord is a group of three or more notes played simultaneously.

CHORDFILTER When *SuperJAM!* is improvising a piece of music, certain chords will sound better than others. The Chord Filter allows you to filter out the ones that would sound discordant and out of character with the rest of the piece.

KEY/KEY SIGNATURE
Change the notes used in an octave and you'll end up changing the mood of the piece. The key identifies which notes in an octave will be used.

MAJOR/MINOR By altering a single note to a chord, or adding an extra one, it can be made to sound richer or even entirely different. The terms major and minor refer to particular ways in which basic chords can be modified to produce different musical effects. Major chords give music an uplifting feel, whereas minor ones sound sadder.

MIDI Stands for Musical Instrument Digital Interface and is the name given to an industry standard way of connecting instruments to controller devices, such as sequencers, computers and other MIDI instruments.

OCTAVE An octave is a distance of eight notes between two notes of the same name, for example from C to C. Each octave is numbered according to its pitch. For instance, the note C in octave one is a very low note, whilst C in octave six is high.

PLAYSTYLE To play music in an identifiable style, ie. jazz, house, waltz, folk, etc.

RHYTHM A regular beat. It can form the backbone of a song or as can be used as an end unto itself.

SCALE A scale is a group of eight notes that go up or down step-by-step, starting on any note.
The note you start on names the scale, so start on A for the scale of A and B for the scale of B. Doh, ray, me, fah, so, la, te, doh, popularised by Julie Andrews in the movie, Sound of Music, is, in fact, the way beginners represent any major scale.

SHARPS AND FLATS A sharp will raise the pitch of a note, whereas a fault will lower it. All notes have their sharpened and flattened equivalents.

let the good times roll

to represent subdivisions of a bar.

At each section marker a different type of event can be specified. These range from simple ones, such as key changes, to more interesting events, such as changes of style, intros, fills and endings.

The various band members can also be switched on and off at each section marker, or their instruments changed, allowing even greater variety. When several sections have been defined, they can be played in any order via the Song window to create a backing track lasting as long as you need it.

GO IT ALONE

Once a backing rhythm has been created, you'll be ready to take advantage of *SuperJAM!*'s Lead Player feature. Play freestyle over the top of a rhythm using either the computer's or the on-screen keyboard, or use a MIDI keyboard if one is connected. The top two rows of the computer keyboard (the number keys and qwerty), are used for chord (key) changes, whilst the other half are assigned single notes. For example, press the letter Z in Lead mode to play the note C, but press the letter Q to change the key of the current rhythm.

THE MIDI CONNECTION

Owners of a MIDI compatible instrument can designate some or all of the band via these external voices, and, although the program caters fully for non-MIDI users, it's in this capacity that *SuperJAM!* really excels.

By including MIDI support the manufacturers have ensured that song editing and chord changes are even easier, so that any experienced keyboard player could doubtless trot out a very impressive performance.

VARIATIONS ON A THEME

Another tremendous aspect of *SuperJAM!* lies in its great flexibility. There are umpteen tools for professional and amateur alike, which will enable them to alter and personalise each of the thirty-two play styles provided.

Every one of them can be edited on a note-by-note basis enabling the user to



E If thirty-two play styles aren't enough, you can always add your own creations to the list.

SUPERJAM ...at a glance

- Lets you play dozens of instruments at a time
- Automatically creates music for you
- MIDI compatible
- Becomes even better as you upgrade your Amiga
- Easy-to-use
- Comes with 32 play styles
- Lets you define your own Play Styles
- Lead Feature lets you Jam with the band!

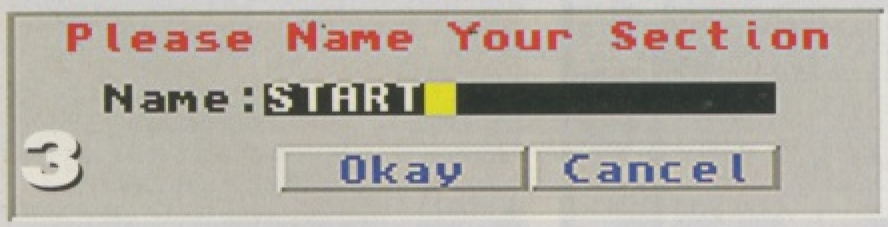
ADDRESS BOOK

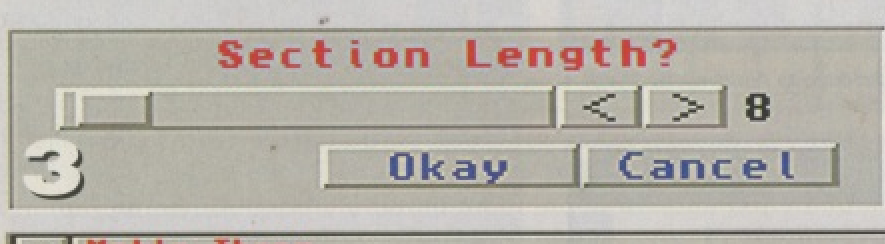
***SuperJAM!* costs £99 and details are available from Zone Distribution, 5 Abbeyvale Road, London, SW4. Tel: 081 766 6564.**

A, B, C easy as 1, 2, 3

***SuperJAM!* makes creating your own music as easy as pie. . .**
1 first click on the section button.
2 name your section. . .
3 and decide how long it will be.
4 with the Section Editor you can change the key, add intros, fills and endings, and even change the musical style.
5 finally, you can link your different sections via the Song Editor.











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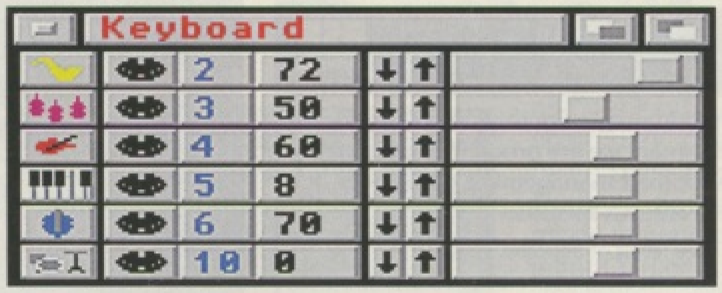
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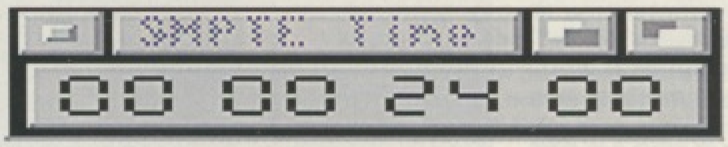
let the good times roll



The Band Editor is where you specify what instruments each member plays. You can also initialise the MIDI settings here or use the default MIDI instrument configurations.



Why not define your own bizzare-sounding chords, or even learn how the popular ones are constructed?



Using the SMPTE features you can synchronise *SuperJAM!*'s ouput with a video signal.

create subtle or vast variations on a theme. Notes can can be changed in pitch, volume and duration, either individually or collectively. In fact, the note-editing section bears a passing resemblance to the *Dr T's KCS* note editor.

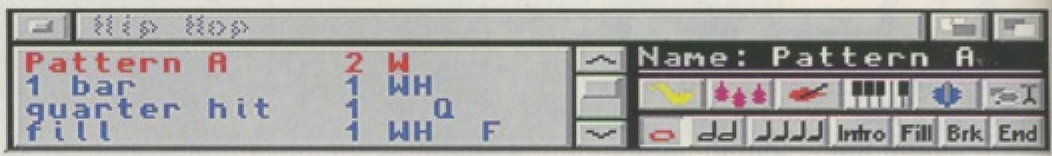
For the professional, there are also options such as chord filters, which specify the chords played in any particular key or song. Because *SuperJAM!* actually improvises some parts of the music (when changing from one style to another for example), there are even options to specify how it will handle these ad-libs, and this can also be used to define how intros etc will sound.

CONCLUSION

SuperJAM! is great fun and you'll soon find yourself turning in some great compositions. Its flexibility means that it is powerful enough for professional use, yet user-friendly enough for the absolute beginner who doesn't know an octave from an octopus. Because it uses colour to represent associations between different sections, the user can grasp the more complex concepts with far greater speed than a monochrome display would permit. It's far easier to use than any *Soundtracker* or *Music-X* clones, yet is capable of far more than either of them.

SuperJAM!'s most impressive feature is the way that it can play a whole host of instruments, requiring nothing more than a decent amount of memory to bring entire orchestras to play for your home computer.

Without a doubt this is one of the most exciting, innovative and user-friendly music products ever to reach the Amiga, and it's bound to bring immense pleasure to many people who'd previously considered music making to be beyond them. I was completely bowled over by it, and I'm sure you will be, too.

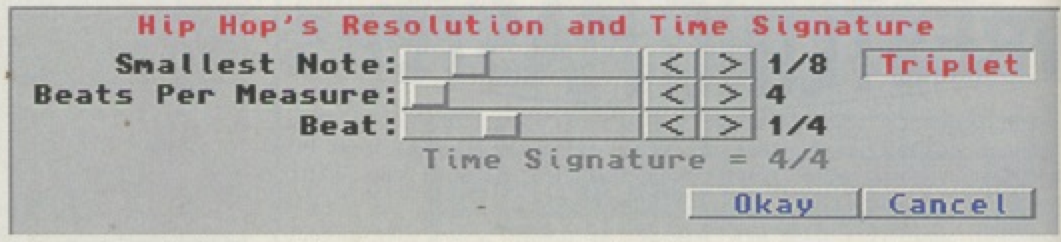


Use the Part Editor to alter the way SuperJAM! improvises music.

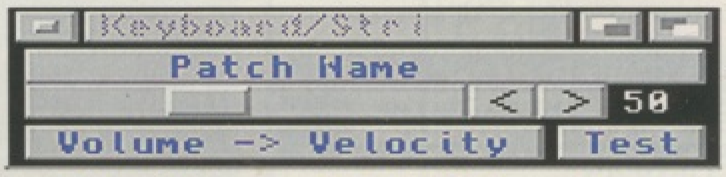
SOUNDING OFF **Blue Ribbon have pulled off a coup with *SuperJAM!*. It can play virtually unlimited numbers of samples at the same time!**

This feat was achieved by using a hitherto unexploited feature of the Amiga. By altering a previously ROM-based routine, they've managed to force the sound chip into producing results that were thought impossible.

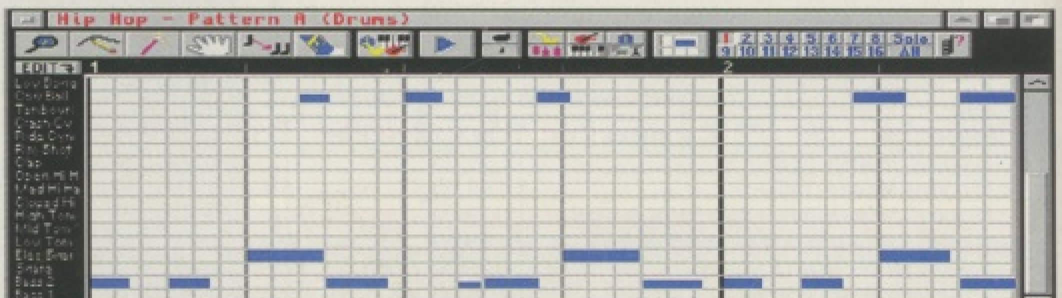
But there is one restriction: although *SuperJAM!* plays samples with no appreciable decrease in quality, they must be in its own TurboSound format. It's likely that a conversion routine will be included with the finished version so that the user can make TurboSounds out of their own library of samples, but this is unconfirmed at the time of writing.



A form of quantization is possible where any input is forced to fit within a time signature of your choosing.



Choose specific MIDI instruments from the Patch section of the Band Editor.



Set which drums your MIDI keyboard plays from the sub-screen of the Style Editor.

VERDICT	
Inspired and friendly music utility. . .	
EASE OF USE	95%
VALUE FOR MONEY	80%
EFFECTIVENESS	99%
FLEXIBILITY	85%
INNOVATION	95%
OVERALL	**91%**

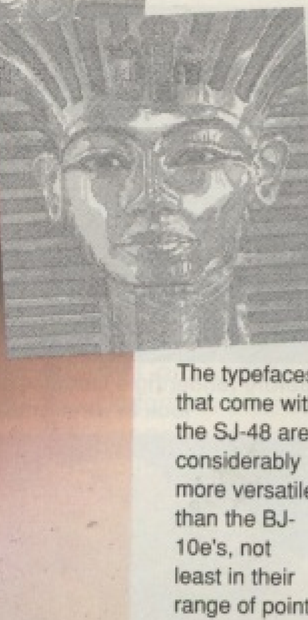
wish upon a star

Fancy a low-cost bubble jet that offers near laser quality? Star's new SJ-48 does exactly that, which positively makes Mat 'hubble bubble' Broomfield froth at the mouth with delight...





The King Tut Test: to the left the Star's SJ-48 printout and below, the Canon BJ10e print-out. Spot the difference.



The typefaces that come with the SJ-48 are considerably more versatile than the BJ-10e's, not least in their range of point sizes.

CANON FODDER?

In June last year I reviewed the Canon *BJ-10e*, a portable printer with big ideas. Until now, nothing has come close in terms of quality or value-for-money, but Star are no longer content to sit on the sidelines while Canon dominate the bubble-jet market.

In virtually all ways, the *SJ-48* is identical to the *BJ-10e*, from the shape and size of its case, to its print speed of 83 characters per second in all modes. This is hardly surprising because the machine uses exactly the same print engine as Canon's earlier offering. However, despite the fact that the number of modifications made by Star is small, they are important and affect the output of the printer.

CANON BJ-10E	STAR SJ-48
Price	
£405.75	£345
Emulation	
IBM Proprinter X24E Canon BJ-130e	IBM Proprinter X24E Epson LQ-860
Speed at 10 CPI	
83 CPS	83 CPS
Resolution	
360 DPI	360 DPI (in 16 bit mode)
Resident Fonts	
Courier, Prestige Elite	Roman, H-Gothic
Download Fonts	
YES	YES
Memory (inc font buffer)	
37K	28K
Paper Handling	
Good	Excellent

STAR SJ48
...at a glance

• Near laser quality printing • Quite cheap • Very quiet • Fairly slow • Extremely durable • Portable (A4 Sized)

How does it perform? The *SJ-48* is very quiet and reliable, although it sounds marginally louder than the 45 decibel tolerance of the *BJ-10e*. It uses a 48-nozzle ink jet printing system compared to Canon's 64-nozzle bubble jet method. However, as current printer drivers for the Canon only use 48 nozzles at a time, the resolution of the two printers is roughly equal when printing text. Although the *SJ-48* is capable of 360 dots per inch (DPI) resolution none of the printer drivers I tested (19 in total) could reproduce graphic dumps at that level, resulting in poorer image quality than the *BJ-10e*.

RESOLUTION

Ironically, whilst the print resolution is actually 60 DPI higher than many laser printers, the image quality is just a tad less clear due to the additional precision offered by laser technology.

It's feasible to use the *SJ-48* for high quality desk-top publishing work. The *SJ-48* uses its own ink cartridge which lasts for approximately 700,000 characters or 132 pages. I tried using a standard *BJ-10e* cartridge and they seemed to work perfectly and will cost you about £17 pounds each to buy.

And both the *SJ-48* and *BJ-10e* have a major advantage over other printers, for each time you replace the ink cartridge, the attached print head is also replaced, reducing maintenace costs to virtually nothing.

The *SJ-48* is supplied with two typefaces, Roman and H-Gothic, each of which can be accessed in four sizes ranging from 17 to 10 characters per inch (CPI). These are sharper looking and more flexible to use than the Canon's typefaces, but to my mind the *BJ-10e* takes the prize in terms of attractiveness.

ADDRESS BOOK

You should be able to buy the *SJ-48* from most computer hardware outlets for £345 or less (it has been seen for only £179!), or you can obtain further details by phoning Star's sales line on 0494 471111.

GOOD LOOKER

Star's new printer is smart looking in a pleasant matt grey colour. It also handles paper slightly better than its rival: for instance, it automatically turns the printer back on-line and ready to go after a new sheet of paper has been inserted.

CONCLUSION

The *SJ-48* is very similar to the already successful *BJ-10e* and, minor points aside, is a good rival offering superb quality printing. In the final analysis each printer has some unique advantages, and despite the fact that I'm a very loyal and satisfied *BJ-10e* user, I'd still recommend the *SJ-48*. Buy whichever you can get cheapest!

VERDICT

Portable printer which represents superb VFM.

EASE OF USE	85%
VALUE FOR MONEY	95%
EFFECTIVENESS	85%
FLEXIBILITY	65%
INNOVATION	20%
OVERALL	**83%**

the birth of a nation

Finally it's here. A high-quality fractal landscape generator that doesn't require fifty gigabytes of memory. Mat 'Sherpa' Broomfield heads for the peak of the mountain. . .

MEMORY SAVER

In our July issue we reviewed an excellent landscape generator called *Vista Pro*, which unfortunately required three megabytes of memory to run. Now Micro Illusions have produced a program which works to the same high standard, but which only requires one meg to operate.

Genesis creates landscapes in one of two ways: it can generate a ficticious terrain based on variables that the user specifies, or it can process Digital Elevation Maps (DEMs) which contain contour data about real locations. Several DEMs are provided, and dozens of others are available by mail order.

MULTI-FACETED LANDSCAPES

Pictures are generated using triangles to represent each facet of a landscape and, before rendering, a huge number of variables may be added to specify the nature of various terrain features. The most important variable controls the recursion level which, in turn, dictates the degree of detail that will be added to the finished picture.

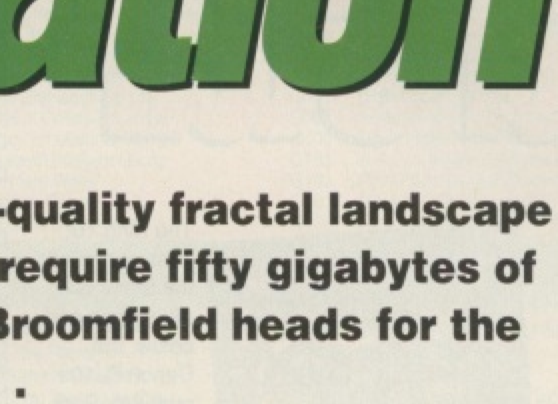
There are five recursion levels, and each one uses more and successively smaller triangles when drawing a landscape. For instance, level one uses only twenty-four triangles to create a very basic image but level four can generate landscapes which replicate the degree of detail that would be visible to the human eye.

Although they're more dramatic to look at, landscapes don't always have to consist of vast craggy mountain ranges, because the height of the terrain and the likelihood of such features as cliffs are easily adjustable through one of several sub-menus. In the same menus, features such as lakes, waterfalls, river widths and depths and sea level can all be individually adjusted.

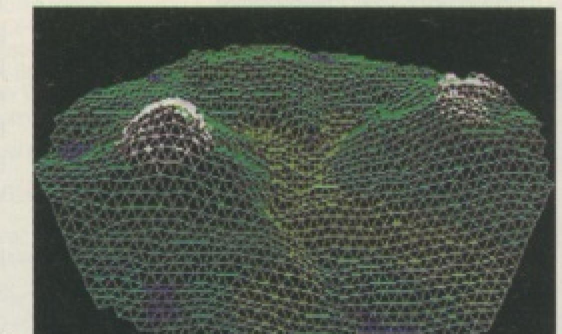
It's also possible to adjust the user's viewpoint with great precision. The user can specify their distance from and height above a landscape, their angle to it and the direction in which they're facing. Using this feature, it's possible to create convincing animations in which the viewer is transported on a journey of his or her own design.

To this end, an additional program called *DEM2Gen* is provided which will automatically script, generate, render and store animated sequences. The one prohibitive factor when creating large animations (other than the memory to run them) is the huge amount of time it takes to render each frame.

Each recursion level increases the rendering time factorially, so an image that only takes five seconds to render at level one takes nearly thirteen at level two and over half-an-hour at level five. Nevertheless, *Genesis* does seem lightning fast when compared to *Vista Pro*.



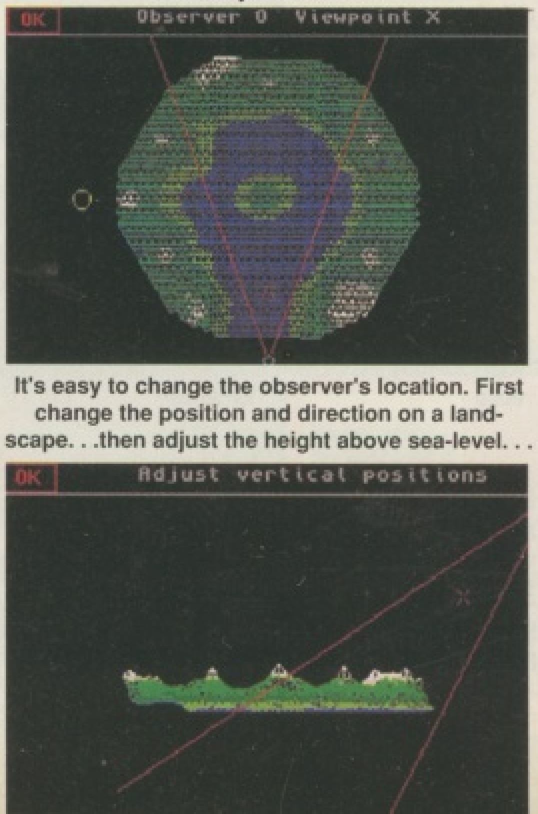
Before rendering a landscape, check how it will look in wireframe mode.



Then create a full-colour solid rendition of the land of your dreams.



It's easy to change the observer's location. First change the position and direction on a landscape. . .then adjust the height above sea-level. . .



ADDRESS BOOK

***Genesis* costs £49.95 and is available from The Software Business, Brooklands, New Road, St Ives, Huntingdon, Cambridgeshire, PE17 4BG. Tel: 0480 496497.**

CONCLUSION

Genesis is so user-friendly that the comprehensive instruction manuals are barely needed. It allows specific control over all of the important terrain elements that comprise a 'real' landscape, and its re-colouring options even allow seasonal variations. But even though *Genesis* is fun to use, I still feel that *Vista Pro* is more powerful.

GENESIS

. . . a t a g l a n c e

• Fast fractal landscape generator • Only requires one meg • Very user friendly • Perhaps a little bit pricey • Quirky display modes

VERDICT

User-friendly fractal generator that's fun. . .

EASE OF USE	90%
VALUE FOR MONEY	85%
EFFECTIVENESS	80%
FLEXIBILITY	95%
INNOVATION	30%
OVERALL	**72%**

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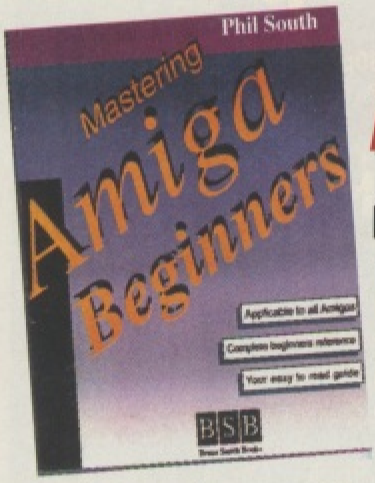
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Beginner's Bible



Brian Sadler dons his reading specs and browses through a brand new book for brand new Amiga owners. . .

WRITE STUFF

'Computers are far too interesting and too useful to be left in the hands of a bunch of self-important geeks!' writes Phil South in the opening chapter of Mastering Amiga Beginners. With this sort of attitude it comes as no surprise that this book is both a highly readable and entertaining introduction to the Amiga. It doesn't set out to be a comprehensive guide to the machine, rather it points the beginner in the right direction for further progress.

SIMPLICITY

The first few chapters re-write the Amiga handbook provided by Commodore and, as such, they do a fine job. South then describes interesting and complex subjects – fonts, icons, speech synthesis, sound and graphics – in a simple and straightforward fashion.

With more complicated subjects such as comms, hardware and sound sampling, the book gives useful hints and tips, rather than detailed instruction, and this approach works very well. Far too often, authors of so-called beginners books succumb to the urge to preach to and teach the 'ignorant'. Happily this does neither.

AMIGA BEGINNERS
. . . at a glance

• Beginner's guide to the computer • Readable and entertaining • Sound advice and a common-sense approach

CONCLUSION

An excellent introduction to the Amiga, and even at £20 it's an extremely worthwhile investment for any beginner.

VERDICT

The first book a new user should buy – essential!

EASE OF USE	90%
VALUE FOR MONEY	90%
EFFECTIVENESS	95%
FLEXIBILITY	n/a
INNOVATION	80%
OVERALL	**89%**

ADDRESS BOOK
Mastering Amiga Beginners costs £19.95 and is available from Bruce Smith Books, PO Box 382, St Albans, Herts, AL2 3JD. Tel: 0923 894355.



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A New Age In Home Entertainment And Education

CDTV finds its place alongside the TV and Hi-Fi system in the home. It is similar in appearance to existing video and CD players and, with its infra red remote control, is just as simple to operate. But that's just the beginning. CDTV transforms television from a passive to an active medium. The vast storage capabilities of the CD make it an ideal mass information provider, capable of storing and displaying a combination of colour pictures, text, graphics, voice and stereo music of the highest quality. CDTV offers a new realm of audio and visual experience for everyone.

ENTERTAINMENT

FOR EDUCATION

EDUCATION

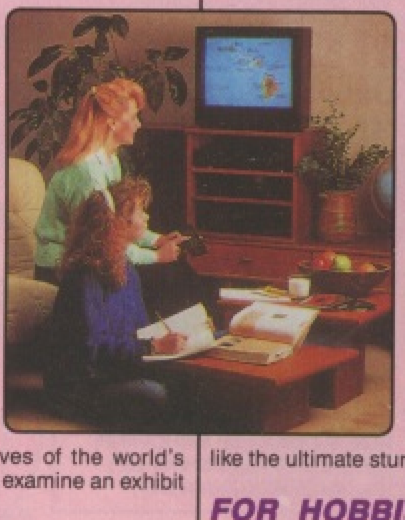
For young children learning to read can be an adventure! In the title Cinderella, for example, they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. And learning about the world can be fun too. The World Vista Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.

REFERENCE

FOR REFERENCE

MUSIC

For the classical music buff it is possible not only to hear Beethoven's Fifth Symphony, but to see the orchestra perform, follow the score and read about the composer's life and times. The Timetable of Science and Innovation walks you through 6,250 key events in scientific history. It employs animated maps to show where every event occurred and a visual lift-off from the earth's surface. Key events are accompanied by audio presentations with graphics and sound recordings from the archives of the world's great museums. Browse quickly or examine an exhibit in detail.



FOR FUN

There is a wide range of entertainment titles available for every age-group. Sherlock Holmes, Consulting Detective, includes a video and audio tour of Victorian London. Players can choose suspects for Holmes and Watson to interrogate and can search issues of the London Times for clues. A CDTV disc's graphics capabilities take action and simulation games to a new level. Falcon makes you a pilot of an F-16 fighter and has accurate simulations of weapons systems, cockpit controls and flight characteristics allowing you to zoom like the ultimate stunt pilot with extraordinary realism.

FOR COLLEGES & BUSINESS

When Toyota, decided to open a car assembly plant in Derby, Derbyshire County Council commissioned the production of 'Japan World', a CDTV title which allows students to explore and experience the Japanese language, lifestyle and culture. It also provides a valuable insight to businessmen with information on Japanese business philosophy and negotiation protocol.

PRODUCTIVITY

FOR HOBBIES

PERIODICALS

CDTV can also enhance your personal interests. The Gardenfax Series is designed for use by novice or expert and provides hundreds of full colour illustrations, as well as information on planting and requirements for care. New Basics Cookbook provides full colour illustrations of recipes, 'talks' to you to offer tips as you cook and automatically substitutes recipes with a click of the remote control.

ARTS & LEISURE

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135	CARD & BOARD GAMES (NP)	Cluedo + solitaire games
138	PACMAN (P)	old but addictive!
195	ELECTRIC TRAIN SET (NP)	for when the kids are asleep!
315	RETURN TO EARTH (P)	"Elite" type space trading game
496	HOLY GRAIL * (NP)	excellent text adventure
648	STAR TREK (USA) (2) * (NP)	graphic adventure
680	LEARN & PLAY (2)(P)	maths, words and colouring for kids
727	RICHTER'S STAR TREK (2)(P)	best version to date
766	TREASURE HUNT (NP)	pirate treasure map game for kids
957	PIPELINE (P)	assemble your pipe quickly to keep the oil flowing
962	DRIP! (P)	rust the pipes, avoid the nasties arcade game
967	SNAKEPIT (P)	eat the food in the maze without eating yourself
991	JEOPARD * (P)	2 player game of world conquest
1004	GAMES DISK 9 (P)	including Tetrix Metallica!
1113	WET BEAVER GAMES (P)	funny demo plus arcade Ping Pong
1230	DRAGON CAVE (P)	Sokoban type game with excellent gfx
1245	RINGS OF ZON * (NP)	arcade RPG game
1411	ARCADIA (P)	excellent breakout game
1520	BALLOONACY * (P)	bomb the buildings & land your balloon
1539	MEGABALL (P)	the best breakout game around!
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1883	BIONIX II * (P)	never-ending shoot 'em up!
1905	J NICKLAUS COURSES 1	data disk only!
1916	AIR ACE II (P)	excellent WW1 shoot 'em up
1926	NAPOLEONIC WARFARE SYSTEM * (P)	war game umpire
2011	TWINTRIS * (NP)	1 or 2 player Tetris clone - very good!
2013	ZEUS (P)	simple but addictive puzzle game
2016	DOWNHILL CHALLENGE (NP)	fun on the ski slopes
2018	WIZZY'S QUEST* (NP)	wizard fun! excellent game!
2049	MATHS DRILL (NP)	maths exerciser for all ages
2050	INSIDERS CLUB * (NP)	good stock exchange simulation
2051	ATIC ATAC * (NP)	explore and collect arcade game
2052	SHAPES (P)	addictive puzzle fun!
2057	BATTLE PONG * (NP)	1 or 2 player arcade classic
2155	GHOST SHIP (NP)	3D arcade adventure

DEMOS AND ANIMATIONS

747	POPEYE MEETS THE BEACHBOYS (P)	very funny!
773	SHARK ANIMATION * (NP)	deadly ray-tracing!
825	BUDBRAIN 1 (2)(X)(NP)	great 2 disk demo + naughty bits!
895	A TRIP TO MARS (NP)	demo with a difference
906	MADONNA CARTOON ANIM *(NP)	short digitised animation
935	MADONNA : HANKY PANKY (P)	excellent Madonna sample
1033	AT THE MOVIES ** (NP)	loves of a squirrel?
1188	FILLET THE FISH (P)	funny cartoon
1229	BUDBRAIN 2 (NP)	good as the first one? you judge!
1238	EVIL DEAD DEMO (X) * (NP)	get them before they get you!
1453	MORE AEROTOONS * (P)	3 Schwartz classics
1540	AMY .VS. WALKER ANIM * (NP)	Eric Schwartz at his best!
1541	BATMAN ANIMATION * (P)	funny Schwartz animation
1552	MAGICIAN ANIMATION 2 * (P)	simply magic!
1560	PHENOMENA ENIGMA * (P)	superb gfx and music
1628	DO THE BART, MAN * (NP)	a must for all Simpsons fans!
1701	TRON ANIMATION (2) * (P)	based on the film
1707	DECAY : SIMPSONS DEMO * (P)	should appeal to everyone
1753	LIFE OF BRIAN (2) (P)	sample from the film
1841	ANTI LEMMIN' DEMO (2)(NP) **	for Lemmings fans with 2 meg
1850	THE WALL (6)(2D)(NP) *	mammoth Pink Floyd six disker!
1856	BETTY BOO ANIM / SLIDESHOW (P)	doing the Amiga
1865	ROBOCOP ANIMATION * (P)	digitised from the film
1900	SILENTS : ICE DEMO (NP)	superb music and graphics
1902	VIRTUAL WORLD * (NP)	3D filled vector demo
1943	WINDSURFER ANIMATION (2)(P) *	very good
1947	MR POTATO HEAD (P)*	funny cartoon antics
1948	MR POTATO HEAD CHIPS ARE UP! (P)*	more adventures
1956	CREATURE COMFORTS DEMO (NP)	from the TV adverts
1982	3D PINBALL ANIMATION * (P)	beautiful ray-tracing

AMIGA A500 PLUS

certain software will not work on the new Amiga. We are compiling a list of compatible titles, but this will take some time to complete. In the meantime, problems can only be checked as they occur.

USEFUL UTILITIES

81	UEDIT W/PROCESSOR (NP)	1545	SPECTRAPAINT V3.0
119	AMIGA MCAD (P)	1550	FLEXY-BASE V2.0 (P)
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442	DPAINT FONTS DISKS (4)(P)	1606	DATABASE MASTER 2.0 (NP)
458	HAM RADIO UTILITIES (5)(NP)	1629	SPECTRUM EMULATOR(NP)
571	JAZZBENCH (NP)	1663	DYNAMITE BRUSH FONTS (P)
580	DOPE INTRO MAKER (NP)	1858	202 UTILITIES (NP)
591	BUSINESS CARD MAKER (P)	1878	TEXTPLUS WORD PROC. (P)
632	MSH (MESSYDOS) (NP)	1880	DCOPY & UTILITIES(P)
642	C MANUAL	1884	EQUINOX INTRO WRITER*(NP)
661	PROGRAMMING DISK 1 (NP)	1886	MED V3.10 (P)
682	SOUND APPS. (2)(NP)	1893	DICE V2.06A (NP)
684	VIDEO APPLICATIONS (2)(P)	1896	DESK BENCH (3) (NP)
901	THE COMMS DISK (NP)	1906	PAGESETTER CLIP ART (6)(P)
1022	AMOS UPDATE 1.32 (P)	1914	SLIDESHOW CONSTRUC.(NP)
1095	DATABASE WORKSHOP(2)(P)	1942	MASTER VIRUS KILLER 2.2(P)
1097	DPAINT CLIP ART (2)(P)	1951	KING JAMES BIBLE (3)(P)
1099	VIDEO GRAPHICS (4)	1954	CELTICS DEMO MAKER(NP)
1117	GENEAOLOGY * (P)	1960	RSI DEMO MAKER (ENG.)(NP)
1228	ST EMULATOR (GERM.)(NP)	1961	RSI DM UTILITIES/HELP (NP)
1234	TETRA-COPY (P)	1962	TSB 3D VECTOR DESIGN.(NP)
1273	C-LIGHT (P)	1987	QUICKBENCH *(NP)
1450	NEW SUPERKILLERS (P)	1990	NIGHTFLYERS UTILS. IV(NP)
1451	ELECTROCAD V1.4 DEMO (P)	2004	TURBO IMPLODER V4.0 (P)
1452	AMIBASE (P)	2012	DRAW MAP V2.3D (P)
1536	NORTH C (PACKED) (NP)	2058	VECTOR BALL EDITOR * (NP)
1537	NORTH C (UNPACKED)(2)(NP)	2156	CODERS UTILITY DISK (P)

MUSIC DISKS / SLIDESHOWS

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61	J M JARRE - DEFINITIVE (P)	282	FORGOTTEN REALMS (P)
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713	FLASH! - QUEEN (2) (P)	725	DIGGY PIGGIES (2)(NP)
724	TECHNOTRONIC REMIX (P)	742	MADONNA SLIDESHOW (P)
746	CRUSADERS BACTERIA (P)	814	VIZ SLIDESHOW (P)
941	S/TRACKER JUKEBOX (NP)	891	CREEPSHOW (P)
976	SCOOPEX BEAST SONIX(NP)	899	MADONNA S/SHOW 2 (2) *(NP)
1026	DIGITAL CONCERT VI(NP)	968	GOREZONE S/SHOW (X)(P)
1292	CRUSADERS : GENESIS(NP)	1051	TOTAL RECALL S/SHOW(NP)
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1695	SEAL CRAZY REMIX * (NP)	1263	RICHTER S/SHOW (2)(2D)(P)
1713	SPACED OUT VOLUME 1	1277	DIVINE VISIONS (2) *(NP)
1714	SPACED OUT VOLUME 2 (P)	1279	FORGOTTEN REALMS '90 (P)
1716	I THINK WE'RE ALONE (P)	1708	INVISIBLE WORLD (P)
1717	EVERYBODY DANCE NOW(P)	1719	YABBA DABBA CARTOONS (P)
1718	DOING THE DO(P)	1781	REFLECTIONS (NP)
1755	AMAZING TUNES 2 (3) *(NP)	1835	NIGHTBREED SLIDESHOW (P)
1993	CATS SING KYLIE! (NP)	1876	REFLECTIONS 6 (P)
2006	SAMPLE SENSATIONS * (NP)	1901	LEEDS UNITED S/SHOW (P)
2008	MOVE ANY MOUNTAIN * (P)	1919	DEBBIE HARRY (2)(2D) * (NP)
2059	VIVALDI 4 SEASONS (2) * (P)	1984	TERMINATOR S/SHOW(NP)
2159	CHARLY (P)	1986	ALIENS SLIDESHOW (NP)
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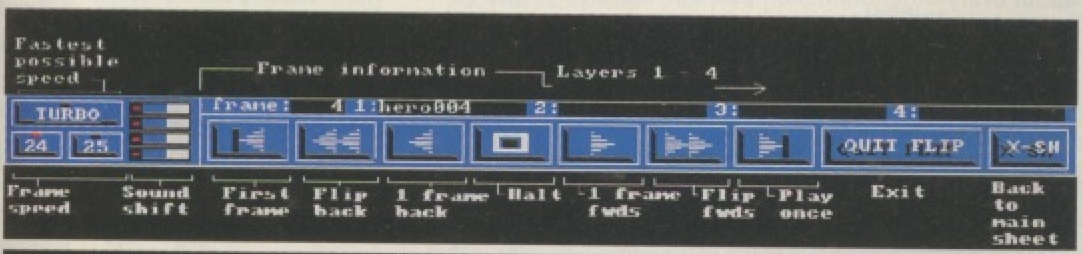
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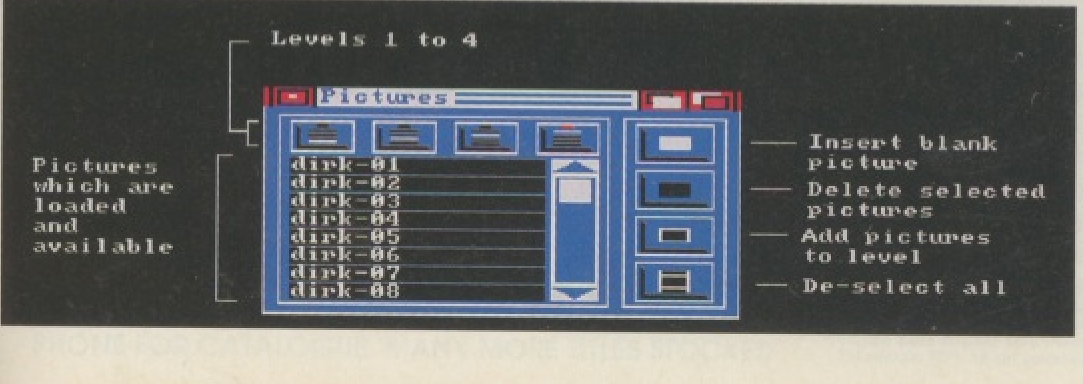
mickey mouse it ain't

Rombo's latest video release adds sound and fury to your animations. Peter Lee spends some time in the cells learning the lessons of Take-2



Top Left: The first step in testing hand-drawn animation is to digitise your work and clean it up. *Top Right*: Then work out a colour scheme and fill it in using your favourite art package. *Bottom Left*: The completed cell, but something is missing. *Bottom Right*: ...so add the background to finish the job.





GENIUS

Animation isn't all fun and games. In the old Disney days people used to marvel at full-length animated features and acclaim old Walt as a genius. Of course, Walt didn't do much animation himself. He merely oversaw the thousands of hand-drawn frames and rejected those he didn't like.

These days, if a sequence isn't right it isn't simply a matter of spending more time doing it again – it costs money. Transferring frames onto high quality video for line-testing means spending time on some dedicated equipment – equipment which studios hire out by the minute.

You may not be in the business of producing feature-length animations in your bedroom but even the simplest of demos would benefit from some of the techniques involved in a more professional production. I mean it's all very well having the most visually powerful home computer humming on your desk, but you'll need help from some cunning software to make the most of your efforts.

GEARED UP

Take-2 is a software-only package offering video and animation sequencing with four-track graphic control and synchronised sound capabilities.The software is obviously geared up to work with sequences grabbed with Vidi Amiga – in fact it has its own digitising command screen to control the Rombo hardware. That isn't to say that if you don't own Vidi you will won't get any use out of *Take-2* since it lets you edit other kinds of animation, like ones created in *DeluxePaint III* or *IV*.

By edit I mean that *Take-2* gives you control over testing and polishing your presentations. It has evolved from the author's original concept of a line-tester for checking digitised sequences of hand-drawn images to become a self-contained video sequencer.

Two of the three disks in the package contain demo images and sounds, which the manual's tutorials use to guide you through what is an initially tricky program. It has to

➤

TAKE-2

. . . a t a g l a n c e

• Samples sequenced to frame events • RAW & 8SVX formats supported • Demos & samples supplied • Controls Vidi digitiser directly if present • Works without Vidi

mickey mouse it ain't

be said that the manual is a vital read – none of this 'boot the program, push a button and see what happens'. The icons are fully itemised, but learning their functions add an extra hurdle to the process.

THE BIG PICTURE

The main working screen looks more like a spreadsheet. It's arranged in a rather unimpressive grid of columns and cells, but this unpromising starting point is the nerve centre of a really fun program. Plain boring it might look, but the screen is arranged for functionality.

The sound examples supplied are really good – from hiccups and kisses to horses and rips. You can also use other sounds if they conform to the 8SVX or RAW formats.

It's from the main screen that you access three other sections of the program. First up is Frameboard, which is a neat utility to show you a film-like strip of frames in the current animation, each numbered and quickly scrolled through. This miniature view is overlayed at the bottom of the exposure sheet and is a handy browser.

ADDRESS BOOK
Take-2 costs £99.95 and is available from Rombo, 6 Fairbairn Rd., Livingston EH54 6TS. Tel: 0506 414631

IS THAT THE TIME?

To see the real-time animation full-screen you select the Flipper option. A pop-up control panel makes life simple by offering frame-by-frame control of a sequence. Although this doesn't include any editing facilities – these are accessed from the exposure sheet – it does give you the chance to taste your work and examine single cells or groups. This is handy if you want to time a scream sound to kick in on frame 18 when you see the exact moment the bullet hits home.

The program's editing facilities need a little more intuition than I found I had (maybe I'm just stupid). Icons on requestors control just about everything but they seem to be all based on a standard style and are often a great shortcut to getting in a mess!

GIVE ME SKIN

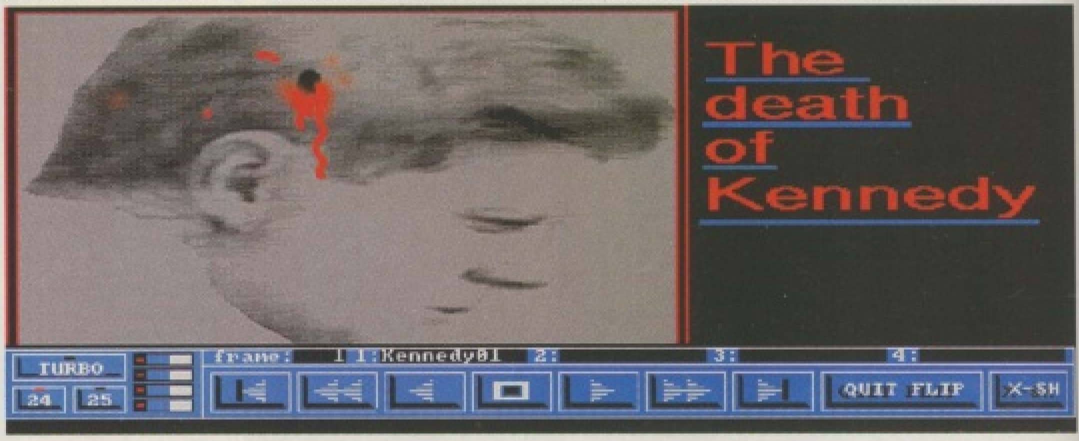
The version of *Take-2* under test does not support onion-skinning (that's the ability to see a ghosted image of previous and next frames under the current one), but goes a little way to mimicking this useful feature with a Dub function. This is really a double-exposure style facility for blending two images together – it's rough and ready, often giving soup-like results.

Another glaring omission in version 1.0 is that you can't save an animation as an ANIM file. This is the standard format used by just about every other animation package and by all (as far as I know) other applications likely to use animations. If you want to make an ANIM out of your completed work, you need to load the individually saved frames into a more worthy animation program, with *DPaint* being my choice.

And there are more niggles... You can save your completed work as a scene – all the image, sound and playback information is retained. But you can't play it back unless you load *Take-2* first. There is no stand-alone player provided, so you cannot pass on your masterpieces to friends unless they have the program. This may be OK for home-alone types who don't need others to see their work, but as the package claims to be capable of 'product presentation', I would have expected this facility as standard.



The main screen shows the cell structure overlaid with the picture loading requestor and a mini-preview of part of a 37-frame digitised animation of Lee Oswald and the Kennedy assassination.





Part of an animated cartoon sequence with sound. You can get the timing right for special FX by locating the exact frame in a sequence.

CONCLUSION

The release under test (v1.0) has its shortcomings, which Rombo are clearly aware of as they mention a couple in the manual.

Viewed as a simple line tester to be used in conjunction with Vidi Amiga, it is a worthwhile and fun addition to the range. It doesn't cost the earth, gives you synchronised sound and lets those who like drawing images on paper, then digitising their images, remain with the grass-roots of cell animation.

THE COMPETITION *Deluxe Paint III* has excellent animation playback facilities, but only with the arrival of version IV has an editing suite been added. This is a full-feature application which provides a Light Box technique for viewing multiple frames on one screen (a kind of onion-skinning). It is easier to use than *Take-2*, but lacks sound capabilities. **60%**

Deluxe Video III is a more comprehensive animation tool than *Take-2*, and also incorporates sound playback. It's really a professional presentation tool rather than a test-bed, so consequently the actual animation editing facilities are less powerful, but you do get a stand-alone player for distributing your output to friends or clients, and it boasts sophisticated screen transitions. **70%**

At the really professional end of the market there's a program called *P:A:S:E* – the professional animation sequence editor. It's tough to use, you may find it hard to get hold of (it was produced by Pure Graphics in late '89) but it is still the most powerful animation editor I have used. **75%**

Disney Animation Studio expects you to draw your images from within the program itself before animating. True, Disney does have onion-skinning, but it's very convoluted. **65%**

VERDICT

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Disk 3 - North C examples

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Disk 1 - More useful utilities
Disk 2 - diskx / memopad1.1 / dcat dirm'ster/ smartd'k/ wblace
Disk 3 - mymenu/ jazzbench/ az alarming clock / viewboot

PACK 7 - STARTREK GAME
Disk 1 - This is a 3 disk game
Disk 2 - written for Startrek fans
Disk 3 - great sound and pics!

PACK 8 - GAMES # 1
Disk 1 - Zon-V1
Disk 2 - Battleforce
Disk 3 - Mechfight

PACK 9 - GAMES # 2
Disk 1 - Breaker (breakout game)
Disk 2 - Flaschbier (bolderdash)
Disk 3 - Drip Game

PACK 10 - RAYTRACING
Disk 1 - C-Light Rendering
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PACK 11 - CLIP ART
Disk 1 - 3 disks of clip art
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Disk 1 - Puggs in Space demo
Disk 2 - Stealthy anims
Disk 3 - Walker demo by Imagmetics

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Disk 1 - Taipan 24 trk collec. dsk1
Disk 2 - second disk for disk 1
Disk 3 - Zarch music collection

PACK 15 - DEMOS
Disk 1 - Defjam demo - music and nice graphics
Disk 2 - Pure Metal Coders High speed fractals
Disk 3 - Phenomena Enigma

PACK 16 - VIDEO TV GFX
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THE ONLY BUYER'S GUIDE WORTH READING. . . .

blue pages

Celebrate in blue as CU presents a blistering thirty-two pages of buyer's information, tutorials, comment, charts, and the low-down on the Amiga scene in general. So, turn the pages to be informed, stimulated. . . and above all learn. **Page 148** sees the start of our comprehensive **Buyer's Guide,** with sixty 'serious' products taken apart for your delectation... Our bumper games guide starts on **page 156**. . .Next up we have the final installment of our **MED tutorial** on **page 161** . . . **Q&A** on **page 164** sets out to answer all your many printer, hard disk and general Amiga enquiries and ALWAYS succeeds... while **Helpline** opens its doors on **page 168** with essential information on all those hard-to-beat games... Your opinions, gripes and letters in **Backchat** on **page 170. . .** And finally, for a lighter look at the Amiga scene, **Inside Info** can be found on **172** and is, as usual, stuffed with charts, lists and trivia....

blue pages

buyers guide

Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...

ACTION REPLAY II

Datel Electronics
0782 744707 £59.95/£69.95
(A500/A1500)
Programming the Amiga can sometimes be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as *Devpac 2* or *Argasm,* but your problems don't stop there. With Action Replay II you can now examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load almost any game and examine other programmer's code, look through memory, and save graphic images, play and save *Soundtracker* modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. Warning! Action Replay II only works with machines with less than four megabytes of memory.
★★★★★

AMIGA GENITIZER

Datel Electronics
0782 744707 £129.99
Using art packages like *Deluxe Paint IV* or *Photon Paint* can be a bit tricky for some people using the mouse. Now these unhappy Amiga artists can stop pulling their hair out because the Genitizer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a *Deluxe Paint* template for easy use.
★★★★

AMOS

Europress Software
0625 859444 £49.99
There are a fair number of BASIC programming languages on the Amiga but nothing to top *AMOS*. The icon-driven interface and concise screen display make it a pleasure to work with. *AMOS* incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars as in the *Turrican II* (Rainbow Arts) and *James Pond* (Millennium) games, and a *Soundtracker/Noisetracker* player. Some useful utilities are included with *AMOS* for editing sprites, pictures and animations. *AMOS* runs at such a fast speed that you can produce quality home-grown games.
★★★★

AMOS 3D

Europress Software
0625 859444 £34.99
Almost every Amiga owner has seen solid-3D vector images at some time, either in a Red Sector demo or games like *Thunderhawk* (*Core Design*) and *Jimmy White's Whirlwind Snooker* (*Virgin Games*). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. *AMOS 3D* is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon driven and supplied with a comprehensive manual. *AMOS 3D* was written by *Voodoo Software*, the folks behind a 3D game for Electronic Zoo called *Xiphos*.
★★★

AMOS COMPILER

***Europress Software* 0625 859444 £29.99**
For those who are not sure what a compiler does, it's very simple. Honest! After writing your blockbuster on *AMOS* you now have the option of converting it into stand-alone machine code using the compiler. Once you have compiled your game it reacts just like a normal game and you can start it from the CLI without loading *AMOS*. The only problem is it may run too quick to play, so you will have to incorporate some routines to slow your game down. Definitely worth a look!
★★★★

AMNUTS VIDEO VIEWER

Licenceware
PD
Young Steven Spielbergs amongst you will be delighted with this useful PD package that creates scrolling titles using any Amiga fonts. A variety of text wipes and colour fades can be achieved and it's great value.
★★★★

AUDITION 4

HB Marketing/Sunrise
***0753 686000* £49.95**
Sampling has become very popular recently and *Audition 4* is a brilliant addition to the stable.Containing most of its rivals options the most notable enhancements are the five options under the special menu that can improve the tonal quality of a sample. Unwanted high frequencies can be removed with Smooth and volume can be boosted without distortion with Maximise.Totally clean results are as easily obtainable as those with more umph.The ability to sample straight to disk and its speed makes it top of the sampling list.
★★★★★

BOOKS

Abacus
021 706 1188 £various
The manual that comes with your Amiga is pretty difficult to understand and doesn't go into too much depth. Abacus publish a complete range of books for beginners and advanced programmers alike. Each book is well presented and includes good descriptions, working examples and an optional disk including all the program listings. This ever-expanding range includes Amiga for Beginners, Amiga Basic, Amiga DOS, Making Music and Amiga Machine Language. Check your local book store and ask for the complete list.
★★★★★

CD-ROM DRIVE

Commodore
0628 770088 £TBA
New kid on the block, CDTV, has been available for some months now. As more and more software emerges, owners of the standard Amiga can only sit back and watch. Commodore is planning to shortly release an external CD-ROM drive allowing anybody with a one megabyte machine to play

CDTV software. No price fixed as yet, but expect to pay around £350.
★★★

COLOURPIC
JCL Business Systems
0892 75791 £399
For a professional real-time full colour digitiser the ColourPic is probably the best and also the most inexpensive. Blessed with the ability to save files in all graphics modes, making it the perfect tool for any kind of work. For an extra £100, JCL will include a quality genlock to merge graphics on real-time video.
★★★★

COLOUR KIT
System Insight
0707 276913
NEW
Near laser print quality and a relatively cheap price tag have made the Canon BJ-10e printer one of the most attractive on the market. Now, thanks to a great idea from System Insight, there's a kit which allows you to produce colour prints superior to those on other printers five times the price.The kit is available as refills or cartridges and the full-colour prints from your mono printer, although time consuming, will give the BJ-10e a new lease of life for only £14.95 for two bottles and £39,95 for the complete set.
★★★★★

DELUXE PAINT IV
***Electronic Arts* 0753 549442**
£89.99
Since the beginning of time there has always been *Deluxe Paint.* Only just out on the streets, *Deluxe Paint* IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image, Anti-aliasing to remove all those jagged edges, metamorph from one object to another and colour mixing to find that perfect shade. If that wasn't enough, you now have access to the famous, and very gorgeous, HAM graphics mode with all 4096 colours to use at the same time. With all these functions and the ability to switch between screen modes, this becomes the best art package on the market today. So, if you're just starting out or already an experienced graphic artist *Deluxe Paint IV* should be on your Xmas shopping list. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.
★★★★★

DESKBENCH-PD
17 Bit Software
A very unusual, but highly under-rated utility. Deskbench has been around in one form or another for months, but this souped up version has a host of extra facilities. It allows the user to define icons which execute scripts or sequences of commands and also form a neat and tidy 'desktop'. So if you're looking to tidy up your Workbench screens and cut some tedious corners this will help you no end.
★★★★★

DIGI-VIEW GOLD
***NewTek* 0753 686000 £149.95**
Can digitise images in any of the Amiga screen modes, even hi-res with an amazing 4096-colours. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in *Deluxe Paint.* Very easy to use, just plug it in and away you go.
★★★★★

DIRECTOR 2
Right Answers
(0753) 686000
NEW
Create proffesional demos incorporating music, samples, synchronised sound and motion and slideshows all with a single package. *Director 2* offers more effects and options than any other product of its type. Easier to use than AMOS Basic and utilising a language that's quick to learn the software only short-coming is its price, £102, but for the serious user there's no substitute.
★★★★

FLEXIDUMP
Care Electronics
(0923) 66234
NEW
Yet another way of turning your mono printer into a colour beast. Simply load the required screen to be printed into the program and select 'Seperation' from the menu to have the different sections graded for colour. The program then seperates the sections into brightness values and your end result is a beautiful colour image. Simple, but neat.
★★★

IMPACT SERIES 2
***GVP* £ 599 /105meg**
An incredibly fast hard drive (35 times faster than a floppy) that's been specifically designed for the Amiga. It fits nicely into the expansion port at the side of the machine. However a metal shield has to be inserted before hand to prevent interference from the drive and bad installation will kill your Amiga.
★★★★

JOYSTICK TESTER
***Konix* £14.95**
Has your joystick made that last great move? Is the fire button feeling a bit flat? Konix has produced what must be the most remarkable product featured in these pages. Although the Joystick Tester is aimed primarily for computer shops, it works perfectly and saves time.
★★★

LEED (LEVEL EDITOR)
Shareware
NEW
A very useful program for game coders or anyone interested in doing it themselves. This PD program lets you load IFF screens that are split into panels which can then be used as building blocks for creating levels many times larger than the original screen.
★★

LIGHT PEN
***Trojan* (0554)777993**
NEW
There can't be many people who enjoy using a mouse, especially artists, so the natural thing to do was to produce a pen-like version of the rolling headache. Trojan's latest addition goes one stage further and actually draws directly onto the screen. Although not compatible with the A500P the gadget does come with a drawing package for all you lucky A500 owners and is much easier to use than the Amiga mouse.
★★★

MASTER SOUND
***Microdeal* 0726 68020**
£39.95
If, after looking through all the Public Domain lists of *Soundtracker* music and dissecting hundreds of tunes you still cannot find that perfect sound, the only thing to do is sample them yourself! *Using Master Sound* there are no limits to the achievable sounds. That racing game you're designing could sure benefit from some meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Only the foolhardy will attempt to capture real thunder, though. Simply record these sounds onto tape, play them into your Amiga via *Master Sound,* then load *Noise Tracker* or *Quartet* and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. *Master Sound* is supplied with a car-

GULF WAR!?!

The military conflict in Kuwait has given virus writers inspiration to create a new style of virus called Saddam Hussein. The 'Saddam' normally hides inside Disk-Validator and infects all files whilst corrupting the disks structure. However, if you have not attempted to remove the file, it is combatable and help can easily be found in the form of *Virus Checker V5.32.*

(The disk is available from all good PD stockists)

tridge for sampling and editor software to modify, merge and save your samples.
★★★

MIDI INTERFACE
Evesham Micros 0386 765500
£19.95
For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying cheap, you never know, after a couple of days you might hate it!
★★★

NOISE TRACKER
Any PD Library Around £2
Your Amiga is well suited to playing sampled noises, the problem is to combine and string the samples together to make music. With the aid of *Noise Tracker* you can load up to 32 samples into memory and simply play them using keys on the Amiga. You can even put a few bars together by clicking on an icon and the machine will remember which notes you have played. When you've finished, simply play them back with just a click of the mouse button. If it sounds a bit rough at first you can always do fine alterations. After completing a few bars you can rearrange them if necessary and listen to your final composition.
★★

PAINTJET
Hewlet Packard £999
A high cost colour printer that puts out at 180 dots per inch. Despite its high resolution it can't cope with solid blocks of colour and strangely enough appears grainy.Its quiet printing does not compensate for the over-all poor quality of pictures it produces so spend your money elsewhere.
★

PC880B POWER DRIVE
Power Computing
0234 843388 £65
Now that almost every title available on the Amiga requires an average of three disks, it's about time you upgraded your system by adding two or more drives. *The Power Drive* is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.
★★★★★

PEN PAL
Gordon Harwood Computers
0773 836781 £79.95
Much the same as *Wordworth* really. *Pen Pal* has a 100,000 word dictionary, spell-checker and can input graphics into files. Would-be Shakespeare's can simultaneously edit up to four pages. Well-presented 250-page manual and easy to use. Database software included in the price. Mat positively raved about this one when he reviewed it a couple of issues ago.
★★★★★

PERSONAL FINANCE MANAGER
MichTron/Microdeal
0726 68020 • £29.95
A very easy-to-use package that allows you to be in complete control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner.With a 30 day full money back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.
★★★★★

PRIMA HARD DRIVE
Power Computing
0253 734218 £499
Another internal hard drive from ICD. This one fits in place of the floppy disk drive, a shuffleboard is used to relocate the external drive to (DF0:). Available in 42Mb and 105Mb versions.
★★

PROPER GRAMMAR
Gordon Harwood Computers
0773 836781 £69.95
Having difficulties mastering the complex sentence structures of our great language? *Proper Grammar* checks every word within a text document to see if you've made any tedious mistakes. Although the software is great at spotting spelling errors, its dictionary is rather limited and very American. However, there's a user dictionary which stores your personal words and phrases. Needs external drive and one megabyte of RAM and it's slow!
★★

PRO-RAM PLUS
Datel Electronics 0782 744707
£24.99/£34.99 (with battery backup)
Normal half-megabyte memory upgrades only extend your computer's FAST memory, Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade.
★★★

PRO SAMPLER STUDIO II+DATEL JAMMER
Datel Electronics 0782 744707
£69.99
As the Amiga is a stereo machine you should be able to digitally record stereo sounds, Pro Sampler is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.
★★★★

QUARTET
Microdeal 0726 68020 £49.95
Basically the same as *Noisetracker* or *Soundtracker* with a few extra options, including sound editor for changing samples and use of an external keyboard.
★★★

RAM MASTER II
Datel Electronics 0782 744707
£99.99
Some application software requires two megabytes of RAM to perform properly, Ram Master has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. Installing the upgrade invalidates the warranty of your machine.
★★★

REAL 3D
Alternative Image 0533 440041 £299
One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photo-realistic imagery is here. Real 3D consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated with a small external program.
★★★★★

REFERENCE HARD DRIVE
Evesham Micros 0386 765500
£299/£449
The price of hard drives is continuously decreasing, at Evesham Micros they have just released the Reference Hard Drive. 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades.

THE ART OF NOISE
Anybody can produce a chart-topping sampled dance track these days, and Amiga users have a head start! All you'll need is a sampler cartridge (for around £50) and a fantastically free PD program called *Noise Tracker*. If you've got a MIDI-compatible music keyboard, you could control the beast from the comfort of your computer via some special software like Music X (two versions available for £50 and £100).

COPY CATS

If you've decided to invest in one of those 'back-up' devices to pirate software, beware, developers are now fighting back! Ocean are the first to devise protection code to combat illegal copy-only carts. According to spokesman Gary Bracey, this is only the beginning...

Supplied with Mr Backup Pro to backup your hard drive to floppy disks or a tape streamer.
★★★

ROCGEN GENLOCK

Evesham Micros 0386 765500
£114.99
Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software developers this enables them to watch videos whilst working.
★★★

REAL THINGS SEA LIFE + SAFARI

RGB Studios 082 581 2666
£29.95 Each
NEW
A strange collection of beautifully-animated creatures from the ocean depths and rolling plains of Africa. At first glance, the eleven animals on each disk look like they've been digitised such is the quality. As they run, prowl, swim and breath you can almost hear their movements due to their realism. The animals have been put together as examples of fantastic animation and can be used in your own demos without all the hard work of drawing them yourself. They can also be tinkered with and picked up as brushes to be used for whatever you like. The inclusion of a disk of relevant and equally impressive scenery makes this a great tool to have in your demo-making library.
★★★★

SOUND ENHANCER

Omega Projects 0925 763946
£34.99
Helps overcome the deficiencies in the Amiga's frequency response. Computer music and high quality samples are improved to such high quality that you'll wonder how you got on without it. A fraction of the price of others, but better.
★★★★★

STAR LC-200

Star Micronics 0895 252131
£259
The LC-200 colour printer enables you to output *Deluxe Paint* and *Photon Paint* pictures onto paper in true colour. Using a four-colour ribbon, the LC-200 is able to reproduce almost any colour. Available with 9-pin or 24-pin print head.
★★★★

SUPERBASE 4 PRO

Precision Software 081 330 7166 £120
Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your Auntie's and Uncles. *Superbase 4 Pro* is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy-to-use program with good screen output on both monitor and TV.
★★★★

SUPRA MODEM 2400/9600

Surface UK 081 566 6677
£149/£499
Zapping around the world over the phone line is fun thanks to a growing number of bulletin boards. As a result, Public Domain software is becoming easier to obtain. Simply plug the modem into your computer and phone line. The supplied *K-Comm* software will quickly get you up and running. Available from Surface UK are the Supra Modem range – including 300-, 2400- and now 9600-baud modems (the higher the baud number, the quicker the data transfer, and the cheaper the phone bill).
★★★★

S.W.A.G.-4.

Strictly PD
NEW
The fastest fractal generation you've ever seen, the disk contains three programs. The problem with most fractal artwork is the lack of speed, but Mandel Blitz (first on the disk) uses new algorithms to speed up the process and rather than crawling down the screen one raster line at a time it draws them all over the place and fills in the fine detail later. If this sort of thing gets you off you'll love this and you won't find better.
★★★★

VIDEOSCAPE 3D

Centresoft 021 356 3388
NEW
Animation gobbles up memory but if you don't mind not having colour-perfect 3D representations of objects and want to conserve as much memory as possible this modelling tool could be for you. Using pseudo-shaded algorithms to generate light and shade almost the same effects can be achieved as with twice the amount of free memory. A powerful tool that's even better than *Amos 3D* and *3D Construction Kit*.
★★★

VIDEO DIGITISER II

Datel Electronics 0782 744707
£89.99
Capturing video images on the Amiga is now a very easy task. With *Digitiser II* you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, RGB, then digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into *Deluxe Paint*. The RGB Splitter costs an extra £79.99, but it's worth every penny.
★★★

VISTA PRO

HB Marketing 0753 686000
£79.99
Creating a realistic-looking landscape inside your machine has never been easier. *Vista Pro* is probably the best and most friendly to use fractal generator running on an Amiga. As soon as you load it up you're ready to start your job of Land Supervisor. The manual is very easy to follow and well presented but the program is fully icon-controlled and simple to use. Rendering your final map is a bit sluggish but the finished image is well worth waiting for. *Vista Pro* will accept a 24-bit graphics adaptor without any problems.
★★★★★

WORDWORTH

Digita International 0395 270273 £129.99
Word processing on the Amiga has been becoming more and more professional over the last couple of years. *Wordworth* allows you to incorporate *Deluxe Paint* pictures into your files and will mould your text around the image. Being totally icon-driven you shouldn't have any problems. A spell checker and thesaurus are included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length.
★★

ZY-FI

Evesham Micros 0386 765500
£39.95
If you are still listening to your Amiga's amazing sound through your old TV set then it's about time you experienced true stereo sound. Supplied with it's own power supply, ZY-FI plugs direct into the Amiga's sound ports and amplifies the sound through the supplied speakers.
★★★★

A-Z DIRECTORY OF CONTACT NUMBERS

IF YOU WISH TO BE INCLUDED IN THIS DIRECTORY, SEND DETAILS TO:

DON'T FORGET ME!, CU AMIGA, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

buyers guide

COMMODORE
0628 770088

GAMES COMPANIES

ACCOLADE	081 877 0880
ACTIVE SALES	081 752 0260
ACTIVISION (FRANCE)	010331 49109995
ANCO	0322 292513
ARC	0753 33344
AUDIOGENIC	081 861 1166
CDS	0302 321134
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ELECTRONIC ZOO	0453 887008
ELITE	0922 55852
EMPIRE	0268 541126
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GREMLIN	0742 753423
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IMPRESSIONS	071 371 9191
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LLAMASOFT	0734 814478
LORICIELS (FRANCE)	010331 47521133
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OCEAN	061 832 6633
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PALACE	071 837 7032
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RENEGADE	081 960 5236
SIERRA ON-LINE	0734 303322
SOFTWARE BUSINESS	0480 496497
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THALAMUS	0734 817261
TITUS (FRANCE)	010331 43321092
UBISOFT	0252 860299
US GOLD	021 625 3366
VIRGIN GAMES	081 960 2255
ZEPPELIN	091 281 4401

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ALTERNATIVE IMAGE PRODUCTIONS	0533 440041
ARNOR	0733 68909
DATEL ELECTRONICS	0782 744707
DIGITA INTERNATIONAL	0395 270273
EUROPRESS SOFTWARE	0625 878888
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HB MARKETING	0753 686000
HISOFT	0525 718181
MICRODEAL	0726 68020
MICROTEXT	0705 595694
POWER COMPUTING	0234 843388
PRECISION SOFTWARE	081 330 7166
SDL	081 300 3399
SPECTRAVIDEO	081 900 0024
STAR MICRONICS	0895 252131
TRILOGIC	0274 691115

PD

AMIGANUTS	0703 785680
CRAZY JOE'S	0709 829286
EDLIB	0272 723489
GOLDSTAR COMPUTERS	0942 895320
ICPUG	081 346 0050
SEVENTEEN BIT SOFTWARE	0924 366982
SOFTVILLE	0705 266509

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TOMORROW'S WORLD	0482 24887
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MICROBYTE	051 707 1931
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MICROBYTE	091 2619050
NORWICH	
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VIRGIN RETAIL	0865 798300
PETERBOROUGH	

technical writer

can you. . .

Write quickly and to style?

Sub copy?

Use a camera?

Explain technically difficult subjects with simplicity and style?



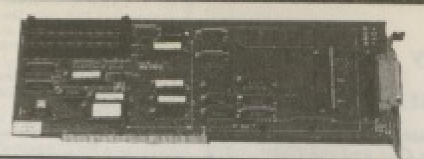
If so, please send a sample of your work with a covering letter to Steve James, CU Amiga, Priory Court, 30-32 Farringdon Lane, EC1R 3AU. No telephone enquiries, please

Please note that this post is based in London and the South-East, however you can also write to Steve if you live elsewhere yet wish to be considered as a regular contributor.

GENLOCK LTD

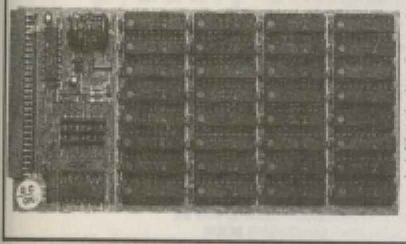
Metcom House, Bradley Lane,
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AdSCSJ 2080



Transfer rates of upto 1500K/S. Supports removable drives. Cache buffering. Supports upto 8 megs of simms
52MB 11milli auto part **£349.99**
106MB 11milli auto part **£449.99**

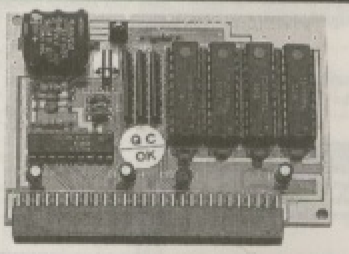
Eureka 4MB Expansion A500



Internal 4MB ram card for Amiga A500. Supports battery backed up clock and calendar. Enable and disable switch. Chip and fast ram upgrades selectable. Memory test software and fitting instructions included. 256K × 4 bit, 100 ns or faster DRAM.

2MB Populated Only £99.99
4MB Populated Only £169.99

Eureka ½MB Expansion A500



100% Amiga A501 compatible. Easy to install inside the A500. 512K Fast ram. Battery backup real time clock on board. Enable and disable switch. Small 4 chip compact design.

£24.99

CP10 PAL Encoder



The CP10 Pal encoder is a device that allows you to store all images onto video tape in three formats, composite video, HI 8 and S-VHS. Just imagine all your presentation from your favourite graphic software, business graphics, charts and even desktop publishing pages are all acceptable material. With the CP10 you can simply record these onto video tape as you create them without any quality loss. **Only £149.99**

Eureka 8MB Expansion A500

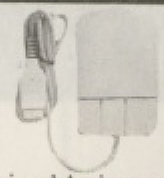


External 8MB ram expansion for Amiga A500. Full implemented auto configuring. Standard 1MB × 8 or IMB × 9 simm modules. External power supply unit included. Memory test software included. Pass through bus design. High performance zero wait-states.

2MB Populated
4MB Populated
6MB Populated
8MB Populated

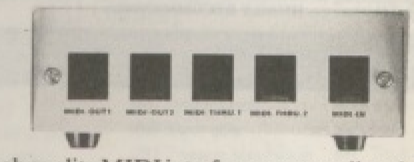
Call for prices

Amiga Mouse



Switchable Atari and Amiga compatible mouse
260DPI 2 Button Mouse **£14.99**
300DPI 3 Button Mouse **£19.99**

MJDJ Interface



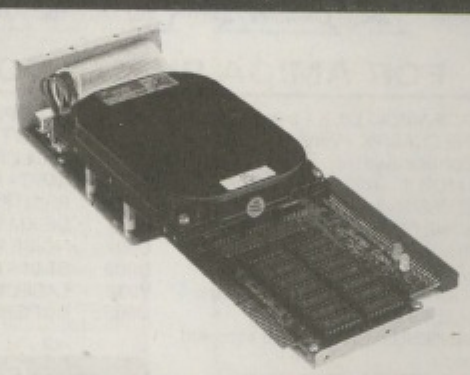
High quality MIDI interface connects directly with the Amiga serial port. One MIDI in, two MIDI out and thru. Only £24.99

Electronic Design Genlock



Built in high performance Phillips pal encoder enable perfect video fades. External colour, contrast and limminance controls allow total control to enhance video input. The built in RGB splitter allows digitised images to be grabbed from camera or recorder and fed through the genlock. Key inverter allows foreground and background to be switched in and out. Full superimposing with keyhole effect. **PAL Genlock £349.99** Also available to support Hi-8, **S-VHS £449.99**

Supra 500XP Hard Drive



High performance SCSI hard drive offering all the features and performance you would expect from a Supra product. Support of upto 9 megabytes of ram. Low profile 11ms zero noise hard drive. Small compact side fitting drive. Performance that leaves all competitors in the dark age. Bus pass through the SCSI out. External SCSI address selector. Superb software with auto format and backup software.

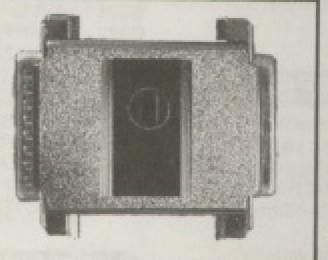
Supra 45MB 20milli auto park **£349.99**
Supra 52MB 11milli auto park **£399.99**
Supra 106MB 11milli auto park **£499.99**

GSJ Gold Pro YC Genlock



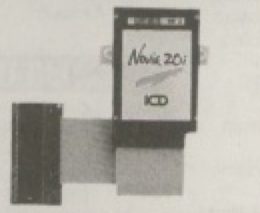
High performance S-VHS genlock with built in fader, key inverter. Studio quality results from a unit that has no competition at its price. Used by the French television studios and gives breathtaking quality at VHS + S-VHS level. Fully modular so that frame freeze and multi colour keying through chroma keys can be added. Total control use the video with colour, contrast and luminance. Built in RGB spliiter. £649.99

AMJ Card



Super-Card Ami II is a hardware and software backup system that plugs into your Amiga's disk drive port. Features include:–
Fast DOS copies: copy in Amiga Dos disk in 45 seconds
Verify option: The only hardware copier capable of verifying data!
Parameters: duplicates disk protection exactly. Gets rid of protections schemes. **£44.99**

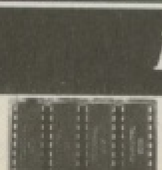
ICD AdIDE A500



AdIDE delivers incredible speed and performance in a very small package. Features include auto-booting from Fast File System partitions, A-Max II support and more.

Card only £169.99 40MB £299.99
52MB £349.99 105MB £449.99

RAM



256K × 4 DRAMS £4.99
1MB × 1 DRAMS £4.99
1MB × 9 Simms £44.99

Internal & External floppy



Direct replacement requires no case modification **£49.99**
External slimine floppy drive **£59.99** Includes free software

EdLib

The Amiga Enthusiasts Library – Presents:

The AMIGA Guide

A Complete on–disk guide to the Amiga for beginners and intermediate users. Get the best out of the Workbench, the CLI and the Shell; AmigaDOS explained (including all the commands); Libraries, Devices and Fonts. Also the O/S, Exec, Sound and Graphics (inc. IFF), display modes, Hardware, the Custom Chips and much more!

Multiply your power by using ARP and AREXX. How to make the most of PD to create your ideal environment. Guide to Amiga Languages. How to program YOUR Amiga easily!

Hypermedia "Point and Click" presentation for maximum ease of use. (Requires 1 Megabyte.) All this for little more than the price of a PD disk. £3.50 + 35p p&p

Have you seen the EdLib collection? – a carefully chosen selection of PD, compiled by subject to save you time, trouble and money. All disks updated with latest and best programs. Full of hints, tips and tutorials. Membership available. Unbeatable value: only £1.50 per disk!

Flying Start: To get you going on your new Amiga.
Best Utilities: The best utilities around for the new user.
Graphics Master 1 & 2: Why buy expensive commercial software? Convert resolutions, HAM, map images onto spheres and shapes and much more. (2 Disks)
The Compleat Iconiser: Everything you need to create ANY icon.
*** SPECIAL STARTER PACK: The above 5 disks for only £5.00**
Animator's Delight: Animate to your heart's delight. (2 Disks)
C Disks: Learn C without tears – a thoughtfully designed presentation. (2 Disks)
All Systems Go!: Guide to the complex Amiga op. system – save £££'s on books!
Best Mandelbrot: Extraordinary & FAST Mandelbrot programs all in one package.
Fractal Laboratory 1 & 2: A comprehensive suite of programs for exploring just about every aspect of fractals. (2 disks)
Cellular Automata: Game of Life, Life 3D, Automatron and many more.
Scientific Collection 1: PD Astronomy – for starry eyed stargazers.
Science Col. 2: More Astronomy & Gravity. Includes the amazing Starchart.
Science Col. 3: (Physics–Makin' Waves) Oscillations, pendulums, spirographs etc.
Science Col. 4: Chemistry. Molecular modelling, Periodic table of elements .
Our Favourite Games: Sys, Drip and Welltrix, 3 exceptional games on one disk.
W/bench Logic: M/tasking puzzle games, to distract from serious work for hours.
Classic Games Masterpieces: Chess, Backgammon, and other traditional games.
HobbyHorse: Family entertainment – music, puzzles, even garden design.
*** 5–Disk GAME PACK:** The 4 disks above + the great **Llamatron** – only £5.00
Ultimate PC–fast Disk Reader: Messydos PKAZip and ClickDOS – (not 500+)
ALSO AVAILABLE: Super Utilities, Basic Compiler(up to 50x speed increase), ARP1.3 plus, PC–HAM conv., PC–Disk Reader, SillyBench (collection of the silliest hacks), Archivers disk, Prolog Special Release(2 disks) and more.

NEW RELEASES:

TextPlus++: A specially set up presentation of a terrific shareware wordprocessor.
Science Col. 5: More of this very popular series. Anim chem. reactions, and more!
Cellular Automata 2: The latest on this exciting and fast growing subject.

POWER LOGO: This month's star. Now has an easy–to–use interface specially designed by *EdLib*. This is the language to get if you want a FUN and educational programming environment. Advanced LISP–like features make it great for programmers too. HIGHLY RECOMMENDED.

SPECIAL OFFER: Upto the 5th of March all *EdLib* PD, except the special compilations, will be available at only **89p**. That includes Fish disks, Demos, Animations, Games, T–bags, Scope discs, Music, Fonts and Clip–Art. After that, this low price will ONLY be available to *EdLib* members. Membership is £3.00 p.a. and includes a quarterly newsletter, free updates, and technical help where possible.

FISH DISKS: include some of the most high quality Amiga software around. ALL numbers 1–550 available. ***HIGHLIGHTS:***
AQUARIUM: A FULL DESCRIPTION OF ALL THE FISH DISKS!
76/77 DRACO – C/PASCAL CLONE WITH **AMIGA INCLUDE FILES**
108 SECTORAMA – DATA RECOVERY UTILITY / SECTOR EDITOR
210 CALC – WE RECOMMEND THIS CALCULATOR.
215 MANDELVROOM – MOST COMPLETE MANDELBROT GEN.
262 WORLD DATABANK – FEEL LIKE THE CIA
300 TITLEGEN – TITLE GENERATOR FOR VIDEO
315 AMIFOX – WORDPROCESSOR WITH GRAPHICS ABILITY
375 PARM – MAKE YOUR OWN CUSTOM MENUS
397 DKB – ADVANCED RAY TRACING PACKAGE
398 KEYMACRO – MAKE USE OF YOUR F FUNCTION KEYS
422 IMPLODER – CRUNCHER FOR MORE SPACE ON YOUR DISKS
429 SCRUB – HOW OFTEN DO YOU CLEAN YOUR DRIVE HEADS?
451 SNOOPDOS – MONITOR ALL AMIGADOS ACTIVITY.
456/7 AMIGA C MANUAL: GUIDE TO INTUITION PROGRAMMING
466 DICE – FIRST CLASS ANSI SHAREWARE C COMPILER
467 MULTIPLOT – TURNS YOUR PRINTER INTO AN **HP PLOTTER!**
471 UEDIT – ADVANCED YET EASY WORDPRO – CAN EMULATE!
488 SUPERDUPER – MOUSE OPERATED DISK DUPLICATOR
496 POST – POSTSCRIPT INTERPRETER FOR AMIGA (1.5 Meg)
491 BBASE – FRIENDLY AMIGA DATABASE
524 SNAP – CUT AND PASTE BETWEEN CLI AND APPLICATIONS
538 TURBOTITLER – SUBTITLES FOR VIDEO

Scope Disks: The Scope collection is an excellent USA PD collection of over 200 disks, which has many fine programs, not available on Fish disks, including many publishing fonts. Catalogue disk available.

T–Bag: Another, smaller US collection. 1–50 avail. See EdLib cat.

DEMOS: TRICK CODING TO SHOW OFF THE AMIGA
We keep a collection of the most interesting demos for the Amiga.
PHENOMENA ENIGMA – IMPRESSIVE DEMO COLLECTION
BUDBRAIN 2 – HUMOROUS/MUSIC DEMO
ELYSIUM – VERY STYLISH CODING DEMO
SIMPSON'S DECAY – THEY SURE DO!
SIMPLE STUFF VOL.1 – VARIED COLLECTION, SOME V. GOOD

ANIMATIONS:
A large selection of animations, including classics like Puggs in Space, Juggler, Magician, Cool Cougar, Laurel & Hardy (2 disks) T Richter (Enterprise) and the fabulous work of Eric Schwartz – Return of Juggler, Amy the Squirrel, Batman, the Aerotoons and many more.

MUSIC: A small sample:
BETTY BOO – DOIN' THE DO
MADONNA – DICK TRACY
I'VE GOT THE POWER
MICHAEL JACKSON – BAD
MONEY FOR NOTHING
GENESIS – LAND OF CONFUSION
JARRE – REVOLUTIONS
VIVALDI – 4 SEASONS (2disks)

GAMES – Large stock of PD Games– Something you don't see? ASK FOR THE GAME BY NAME.

MEGABALL – Super Breakout
MORIA – Castle & Dungeon Roleplay
WELLTRIX – 3D "Tetris"–type variation
LLAMATRON – Jeff Minter Shareware extravaganza
MARBLE–SLIDE – "Arcade" type puzzle
CHESS – youv'e probably heard of this
POM–POM–GUNNER – Pearl Harbour shoot'em up
ZEUS – challenging puzzle
BLACKJACK – best simulation in the world?
FLASCHBIER – "Boulderdash" clone ; CAVERUNNER – ditto
SYS – very smooth and polished "Pongo" type game
BATTLE PONG – classy "ping–pong" with a few surprises
SEVEN TILES – "Speedball" type game; 1 or 2 players
RINGS OF ZON – highly rated arcade adventure
DRIP – stylish and cool "paint" type game
TWINTRIS – Highly polished "Tetris" variant
and **many, many** more.........

UTILITIES / ACCESSORIES / VARIOUS

AMIGA FONTS 1 & 2 – For video titling, presentations etc.
IFF FONTS 1 & 2 – Impressive fonts for use with paint program.
CLIP–ART 1, 2 & 3 – Various clip–art for DTP and experimentation
TV GRAPHICS 1 & 2 – Borders and effects for video work
AMIBASE – Simple database
HOME BUSINESS PACK – Home accounts, etc.
BEGINNERS C TUTORIAL – Start here, if you are new to C
ELECTRONIC PROJECTS DESIGN – Schematics and PCB's. Shwr
BOOTGIRL – Add a picture and a jingle to your boot–up
8 COLOUR WORKBENCH + 300 ICONS
MASTER VIRUS KILLER – Excellent virus checker
GRANDMASTER PAINTINGS – Spice up your art
CHILDREN'S TALKING COLOURING BOOK
A–GENE – Family tree/genealogy
ART OF ESCHER SLIDESHOW – **Makes good use of colour cycling!**
AMI FX 3 – 3 disks of various fractals
QRT – The quick Ray–tracer. Nice simple package
MEDv3.11 – The excellent PD music maker

****

Amiga 500 plus owners: – Trouble finding software?

The 500+ Superpack is now available. We have selected a choice of the best and most useful PD/Sharware for **500 Plus** owners. The new machines by nature need less PD utilities! Many programs were merely aimed at covering WorkBench 1.2/3 weaknesses.
THIS PACK CONTAINS EXTRA HIGH QUALITY PD FOR WB 2.0, INCLUDING TOOLS, UTILITIES AND GAMES. **Four–disk pack £10.00**

****

AREXX – TAKE A TIP FROM EDLIB:
If you are a newcomer, and you want to learn to program the Amiga FAST and EASILY, get into AREXX now! The abc's of AREXX are even easier to learn than BASIC, yet the flexibility of the language is superb. You can write scripts to control AmigaDOS file operations, you can control AREXX compatible programs *(and soon most programs will support AREXX)*, and even write full aplications! With the many AREXX PD utilities available you can open screens, windows and requesters; create, save and load graphics, calculate math functions, and **much,much more.**
EdLib SUPPORTS AREXX EXTENSIVELY. Not only do we supply all the major PD programs, but also tutorials, macros and programs of our own. If you ever intend to do **anything** with the Amiga other than play games, do yourself a favour and get AREXX. Details from *EdLib*

Add P&P: U.K. 60p, EEC £1.00, Europe non–EEC £1.50, Rest of World £2.50, Registered: £3.00 extra

Cheques P.O.s International Money Orders to: EdLib (Dept CW), Scotland Farm, Stockwood Road, Brislington, BRISTOL BS4 5LU – Tel. 0272 723489

WESTLANDS P.D.

FOR AMIGA PUBLIC DOMAIN

DEMOS

D11 PHENOMENO 'ENIGMA' – Excellent
D114 JUGGETTE – By E. Schwatz
D035 CREEP SHOW – Eerie!
D055 GYMNAST ANIM – Nice ray trace
D140/1 NEWTECH 3 – Gobsmacking (20)
D165 ANIMATION DEMO – 4 on here
D079 ROBOCOP DEMO – Taken from film
D118/9 RED DWARF – Very funny
D038 PUGGS IN SPACE – Cute anim
D181 KIM WILD S/S – Cor!
D082 SLEEPING BAG – By horizon
D142 TOTAL CONFUSION – Nice demo*
D001 EVIL DEAD DEMO
D099 LIVING WORLD – Bug Slideshow
D023 DYNAMIC DEMOS – Compilation
D185 SICKNESS SIM – Rude samples
D161 SILENTS ICE – Filled vectors
D193 SIMPSONS SPACE MUTANTS – From game
D129 PREDATOR II DEMO – Also from game
D138 SHUTTLE COCK DEMO – Another E. Schwatz
D168 HISTERESIS – Plus Madness Part II
D044 NAPALM DEATH – Rock, rock, rock

MUSIC

M018 MICHAEL JACKSON – Smooth criminal
M051 BLOW FX – Music rap
M034 MC HAMMER MIX – Yo
M025 J. M. JARRE – Equinox
M052 SEAL – Crazymix
M050 SNAP – The Power
M009/11 AMAZING TUNES II – Brill (30)
M062 PACE MUSIC DISK – 8 tracks
M006 THE CLASSIX – Very sophisticated
M011 D MOB III – Nice piccie!
M026 GENESIS – Invisible touch
M070 MONEY FOR NOTHING – Dire Straights
M045/6 HALLOWEEN – More rock (20)
M019 – SOUNDS OF SILENTS – Brilliant!
M038 RAM – 3 sampled tracks
M031 BANGING RAVES – More sampled music
M015 RELAXATION – Really mellow
M068 ALICE COOPER – Poison
M101 SUICIDE BLOND – By INXS
M108 GUNS & ROSES – Even more rock
M008 POWER PACK II – Inc. 808 State
M105 ORIGINAL RIPS 1 – Best PD Music

UTILITIES

U053 C-LIGHT – Create vector objects
U070 FANTAVISION – Art package
U075 A-GENE – Geneology database*
U041 RIPPERS & CRUNCHERS
U031 PERFECT SOUND – Sampler software
U068 MED 3.116 – Latest version*
U077 ICONMANIA – Icon utilities
U005 202 UTILS – That's a lot!
U078 QUANTUM UTILS – Inc. old Sid
U082 D-COPY – With format + docs
U025 MV KILLER V2.1 – Kills 124
U022 BUSINESS COLLECTION – Inc. QBase
U080 C64 EMULATOR – Qiite good
U086 DYNAMITE FONTS – IFF form
U019 MENUMAKER 8 Utils.
U071 BUSINESS CARD CREATOR – Great
U067 SPEEDBENCH – No more waiting
U036 SCORPION UTILS – Plus great demo
U049 600 LETTERS – Useful
U114 AMIC – Comms programme
U056 PRINTER DRIVERS – Loads
U018 DISKMASTER – Like Sid
U007 NOISE TRACKER – Early version
U008 ST 01 – For the above
V032 LABEL DESIGNER – For 3.5" disks
U003 COPIERS COLLECTION – 7 on here

GAMES

G002 SEVEN TILES – Future football
G004 DRIP – Like Pacman
G018 WIZZY'S QUEST – Excellent GFX
G021 GAMES DISK 1 – By Mental Image
G023 ZEUS – Good game
G022 TWINTRIS – Double Tetris
G033 YAHTZEE – Numbers game
G014 STAR TREK – Next generation
G020 SPACE BLITZ – Space Invaders
G015 WHEEL OF FORTUNE – Off TV
G050 HOLY GRAIL – Text adventure
G007 BLIZZARD – Shoot 'em up
G051 GODS – Playable demo
G012 PLOTTING – By Psygnosis

PROGRAMMING

P001 ACC 2 – Devpack help
P002 PASCAL COMPILER – Self compiles
P003 SUPER C DISK – C dir commands
P004/7 C COMPILER – Latest version
P008 STOS TO AMOS – Converts ST files
P009 PROGRAMMING DISK 1 – Lots of help

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buyers guide

Welcome to the pleasure dome! Sit back, relax and read through the definitive guide to the greatest and latest games available today...

RATINGS	
★★★★★	supreme
★★★★	excellent
★★★	good
★★	fair
★	dodgy

A320 AIRBUS

Thalion **£25.99 Simulation**

NEW

An extremely detailed commercial flight sim in every sense. The graphics don't stretch our machine to the fullest, but they are as realistic as you could want. Many will find the whole thing tiresome but anyone who fancies themselves as a real pilot can't do better than this. Indeed, Thalion claim that anyone who can master the program is ready to take control of the authentic Airbus so die-hard flight sim fans will love it.

★★★★

ARMOUR-GEDDON

Psygnosis **£25.99 Arcade Simulation**

Chance to drive or fly six different types of vehicle in a futuristic fusion of simulation, strategy and shoot'em-up. Full marks go to Psygnosis for this first foray into the genre. Scores over the cult classic *Carrier Command* from Realtime Games/Rainbird.

★★★★

BARBARIAN II

Psygnosis **£25.99 Arcade** Adventure

Hegor the Horrible is back in a hacker slasher which, unfortunately, doesn't live up to the *Shadow of the Beast* style of presentation.

★★

BATTLE COMMAND

Ocean **£24.99 Arcade Simulation**

Blend of sci-fi shoot 'em-up and strategy from Realtime Games of *Carrier Command* fame. Advanced 3D graphics and a plethora of missions.

★★★

BIRDS OF PREY

Electronic Arts **£34.99 Flight Simulation**

NEW

Featuring dozens of planes including the hi-tech B-2 Stealth Bomber, Boeing 747 and the Hercules transport craft and based around an East West conflict Birds of Prey is one of the finest flight sims ever. Some of the more manoeuverable planes are a little hard to control, but the game incorporates a useful auto pilot system that will fly you to your various missions before you take over. Great.

★★★★★

BLUES BROTHERS

Titus **£25.99 Platform**

Fans of the cult '70s film will really get a kick out of this game. Sparkling sprite animation of the two main characters come complete with a crazy backdrop full of traps and bonuses.

★★★★

CADAVER

Imageworks **£24.99 Arcade Adventure**

Pays homage to the outstanding isometric-3D games produced by Ultimate in the Golden Age of Arcade Adventures. The Bitmap Brothers pack the five levels with quality puzzles and graphics. If only they'd added a bit more action, too.

★★★

CAPTIVE

Mindscape **£24.99 Role Playing Game**

Veteran programmer Tony Crowther's '*Dungeon Master* in space' has an almost infinite number of levels and a sometimes bewildering array of collectible gadgetry.

★★★★

CENTURION: DEFENDER OF ROME

Electronic Arts **£24.99 Arcade Strategy**

The creative force behind the legendary *Defender of the Crown* turns his attention to the Roman Empire. Command legionnaires on the battlefield, construct a fleet of boats, catch a gladiator show, and try to seduce Cleopatra. Carry on, gamers!

★★★

CHAMPION OF THE RAJ

Mirrorsoft **£25.99 Arcade Strategy**

Catch the laughable Captain Pugwash animation in Level 9's answer to those Cinemaware 'Interactive Movies' like *Defender of the Crown* and It Came from the Desert. Somewhere along the line that whole affair falls flat... about 23 seconds after inserting the disk, in fact.

★

CHUCK ROCK

Core Design **£24.99 Platform**

Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!

★★★★

CRUISE FOR A CORPSE

Delphine/US Gold **£25.99 Adventure**

Gripping stuff from the Parisian software company. Agatha Christie style murder mystery using the Cinematique system. Full of French flair, especially the black and white 'flashback' sequences.

★★★★

DOUBLE DRAGON 3

Storm **£24.99 Beat 'em up**

NEW

Eagerly-awaited installment in the series. An accurate conversion of the coin-op that adds nothing new to the previous games in the style department. However, there is a slight twist to the plot and a few puzzles are included in an attempt at jazzing up the old tale, but its all been seen before. Fans might like it.

★★★

DEUTEROS

Activision **£25.99 Strategy**

Space opera about as interesting as playing with a number-crunching spreadsheet. Still, some people out there will get a kick out of this follow-up to *Millennium 2.2...*

★★

DUNGEON MASTER

FTL/Mirrorsoft **£29.99 Role Playing Game**

One of the most popular computer games of all time. It's your party of adventurers and you'll fight monsters if you want to. Excellent blend of playabillity, lastability and atmosphere. Downside? Looks a little dated in comparison to more modern games like *Eye of the Beholder* (SSI/US Gold) and *Captive* (Mindscape). *Chaos Strikes Back* (FTL/Mirrorsoft) also uses the *Dungeon Master* game engine. Requires one megabyte of memory.

★★★★

EPIC

Ocean **£25.99 Space Flight Sim**

Wing Commander on the Amiga. After years of delay DID have delivered a masterpiece of 3D space combat warfare. Protect the Federation fleet on its perilous journey through space and engage enemy fighters or embark upon eight separate missions. A long time coming, but worth the delay. Epic 2 is in production.

★★★★★

EYE OF THE BEHOLDER

SSI/US Gold **£29.99 Role Playing Game**

A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.

★★★★★

F-15 STRIKE EAGLE II

Microprose **£34.99 Simulation**

Another in the long-line of quality flight-sims from Microprose. Fly hundreds of missions in six war zones around the world, including the Persian Gulf, Vietnam

and Central Europe. Probably the best ever Amiga flight-sim… until the next one takes off!
★★★★★

F-29 RETALIATOR

Ocean **£24.99 • Simulation**

More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcorn-based developer Digital Image Design is currently working on *Robocop 3* and *Epic*, Ocean's answer to the award-winning *Wing Commander*.
★★★★

FIRST SAMURAI

Imageworks **£24.99 Arcade**

People behind such classics as *Cybernoid* and *Last Ninja* have produced a very playable romp. Plenty of beat'em-up action and horizontally-scrolling landscape to explore. Beautiful sprites and backdrops coupled with unusual orchestral sound effects. A cut above the rest.
★★★★★

FLAMES OF FREEDOM

Microprose **£34.99 Arcade Strategy**

Even after all these years, *Lords of Midnight* programmer Mike Singleton can still cut it. *Midwinter II* is a technically awesome 3D adventure with 22 different forms of transport, over 1,000 intelligent characters, dozens of useable weapons and the equivalent of 1,000,000 square miles of terrain to explore. The nearest a computer game has ever come to a James Bond movie.
★★★★★

GHOULS 'N' GHOSTS

Kixx **£7.99 Arcade**

NEW

A six-level arcade quest recounting the daring deeds of Sir Arthur, professional knight and babe rescuer. A far better game than its predecessor *Ghosts 'N' Goblins* it's now out on budget release and still holds up today in gameplay and medieval fun. Also, six-of-the-best in game tunes you've heard. An absolute must.
★★★★★

GODS

Renegade/Mindscape **£24.95 Platform**

Another corker of a game from the prolific Bitmap Brothers. Highly impressive graphics complemented by a wide range of multi-layered sound effects and samples. Utilises a novel system which makes the computer-controlled opponents respond intelligently to the actions of the player.
★★★★

GRAND PRIX

Microprose **£34.99 Drive 'em-up**

More hot racing action from author of the award-winning *Stunt Car Racer*. Realistic, fast-moving and excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't dire of taking these Formula One buggies out for a spin.
★★★★★

GREAT GIANA SISTERS

Rainbow Arts **£N/A Platform**

Just to be trendy, here is the ultimate underground hit. Nintendo forced this game out of punters reach because of its likeness to the mega-successful Super Mario Bros series. Praise indeed, pity the game is no longer available on the open-market.
★★★★

HEAD OVER HEELS

Ocean **£7.99 Arcade Adventure**

This transfer of the old Spectrum game has been well worth the wait. Primitive graphics and sound but phenomenal gameplay. Hopefully, this could pave the way for adaptions of some of other eight-bit classics like *Aliens, Delta, Forbidden Forest, Lode Runner, Lords of Midnight, Park Patrol, Pastfinder, Raid on Bungling Bay, Thrust,* and so on.
★★★★★

HEART OF CHINA

Sierra **£35.99 Adventure**

NEW

Graphic adventures don't get much prettier than this. You take the role of an obnoxious loud-mouth American (do they come in any other format?) on a journey across China to rescue your fair lady. Extremely funny dialogue and a great deal of oriental flavour remain in the Amiga version converted from the gob-smacking PC product. A monitor might fail to do the tunes justice, but, rest assured, they are excellent. The only thing that ruins the experience is the limitations in the Amiga's speed and the horrendous disk swapping. Still great stuff.
★★★★

HEIMDALL

Core Design **£30.99 Arcade Adventure**

Graphics easily up to the standard of *Dragon's Lair* complemented by really meaty gameplay, too.The ultimate in arcade adventures… brilliant!
★★★★★

KING'S QUEST V

Sierra On-Line **£40.85 Adventure**

Yet another example of the classy fantasy graphic adventures coming over from our American cousins. Attractive to both novice and master. What about that price, though?
★★★★

KNIGHTMARE

Mindscape **£25.99 RPG**

NEW

Role playing with a sense of humour. Don't associate it too much with the childish television program as it would be much too hard for the youngsters. Intelligent monsters that can actually be heard coming with tell tale noises best exploited through head phones. The characters are very quick to react to their predicaments and can all be individually programmed to spring into action at a single click of the mouse button. A joy to play and equally addictive.
★★★★★

IK+

System 3 **£9.99 Beat'em-up**

Definitive example of the genre from maverick programmer Archer Maclean. Looks and sounds like a Bruce Lee martial arts movie, incorporating frantic combat and a great sense of humour. Dramatic sampled sounds and super smooth animation of head-butt, face slap and gut punch moves make the game virtually unbeatable. Are you a karate kid?
★★★★★

KNIGHTS OF THE SKY

Microprose **£35.99 Flight Sim**

Taking the flight sim world back down to the basics. No radar guided missiles or electronic HUD displays here just 105 horse power engines and a machine gun that's prone to jamming! Fly or die for Britain or Germany in a bi or tri plane set in WW1. Probably the fastest sim to date even when there's loads in the sky the ground detail and pace are still retained.
★★★★

LEANDER

Psygnosis **£24.99 Platform**

Head and shoulders above most other platform games, Leander smacks of those Japanese console games currently in vogue. Easily the most playable game from the Psygnosis stable but even this can become a little repetitive. Recommended.
★★★★

LEMMINGS

Psygnosis **£24.99 Arcade Puzzle**

Take command of the wackiest collection of misdirected death-wish rodents ever seen your screen. Click on a series of icons to make your cute little *Lemmings* perform potentially life-saving skills like digging tunnels, climbing, building bridges, and so on. One of those games that will grab you until you've completed it. Psygnosis and DMA Design are promising extra level disks and a brand-new sequel.
★★★★★

LIFE AND DEATH

Software Toolworks/Mindscape **• £30.99 • Simulation**

Unique game where you can become a surgeon in charge of some unlucky patients with gut ache! If only the operations could stretch beyond the stomach…
★★

LORD OF THE RINGS

Interplay/Electronic Arts

£25.99 Role Playing Game
Fabulous interpretation of Tolkien's masterwork with point 'n' click icon interface and a series of graphic and text screens to push the fantasy story forward.
★★★

LOTUS ESPRIT TURBO CHALLENGE

Gremlin £24.99 Drive 'em-up
Surprise hit of the year! Similar look and feel to the C64 classic *Pitstop II* from Epyx. Features 20 competing cars, 32 cruel courses, precious pitstops and capital controls. Split-screen racing action for one or two players.
★★★★

LOTUS TURBO CHALLENGE II

Gremlin £25.99 Drive 'em-up
Eagerly-awaited sequel brings eight new stages and improved graphics. Like Sega's Radmobile coin-op, *Lotus 2* also includes fancy weather effects like rain, snow and, most impressive of all, fog. In addition, four players can simultaneously compete courtesy of an ingenious link-up option. Some players have complained about the feel of this one, so try both games before you decide.
★★★★

MAGIC POCKETS

Renegade/Mindscape £25.99 Platform
Overrated release which proves even the Bitmap Brothers can get it wrong. Customary excellence in graphics and sound let down by unrewarding play.
★★

MANCHESTER UNITED EUROPE

Krisalis £25.99 Sport
Popular soccer game recently updated for the new international season. Features four-player option when used with special joystick adaptor. Arcade and management modes to suit everybody.
★★★★

MEGALOMANIA

Imageworks £30.99 Arcade Strategy
Skillfully crafted action wargame with some super sampled sound effects and speech. Make your moves and watch hordes of little men run around the screen killing each other. The boys at Sensible Software have done players proud with a witty interpretation of the genre.
★★★★★

MICROPROSE GOLF

Microprose £34.99 Sports Sim
NEW
Very strong contender for the golfing sim crown previously held by PGA. Fantastic scenery and an easy-to-use style of play. Different tournaments, courses and up to 72 holes to play around. You can play back your shots whenever you like and there are up to ten camera angles that twist and turn in and out following your ball during play.Better than the rest and avoids annoying disk swapping.
★★★★★

OPERATION THUNDERBOLT

Hit Squad £7.99 Shoot 'em up
NEW
The original conversion of *Operation Wolf* was met by fans with mixed critiscim as some thought it a tad too difficult for them. However, this sequel set had all the essentials to make it better than the first including simultaneous two-player mayhem. Unfortunately, the absence of an on-screen cross hair with which to aim was a disappointment, but a brilliant conversion nevertheless.
★★★★★

PACMANIA

Grandslam £N/A Arcade
Perhaps the finest moment for the cult video game character. *Pacmania* is an old but competent conversion of the colourful Namco coin-op. Every bit of your screen is filled with pseudo-3D mazes occupied by nasty ghosties out to get our hungry hero. Excellent choice for younger players. ★★★

PANG

Ocean £24.99 Arcade Puzzle
Lashings of addictive playability and loveable laughs. Even better when played with a friend.
★★★

PGA TOUR GOLF

Electronic Arts £24.99 Sport
Compete against sixty PGA Tour Pros in four-round tournament play. *PGA Tour Golf* has three authentic courses (Sawgrass, Avenel and PGA West) and a bonus fantasy course. Play against one to four human or computer opponents and see your best shots again via the Instant Replay. There are plenty of golf games available on the Amiga, but none of them come close to this classic.
★★★★★

POPULOUS 2

Bullfrog/EA £29.99 Strategy
One of the best games ever released. No kidding. Basically the same play principle as Populous, only everything has been improved to perfection. Try to become more powerful than Zeus by defeating a series of Greek Gods and mythological creatures. State-of-the-art gameplay and presentation. You simply cannot be without this game in your collection. There are two versions, owners of one megabyte machines are treated to even better graphics and sound.
★★★★★

POWERMONGER

Electronic Arts £29.99 Strategy
From Bullfrog, the team that brought us *Populous*, this is another startling example of how original games can be created by designers who care. Life as a warlord is tough but immense fun. Spy on your enemies, bribe the meek and send in your troops to attack. Get the peasants to make food or invent something useful like agricultural machinery or destructive weapons. More of a 'real-world' simulation than Populous, with an incredible 3D representation of rivers, hills, settlements, people and battles which can be zoomed and rotated at will.
★★★★★

PRINCE OF PERSIA

Broderbund/Domark £24.99 Platform
Arabian swordplay and hijinks with delicious sprite animation. Looks good, sounds good and jolly well does you good. Hey Broderbund, what about a sequel?
★★★★★

PRO TENNIS TOUR 2

Ubisoft £24.99 Sport
Who needs Wimbledon when you can have the 'real-thing' all year round?
★★★★

RAILROAD TYCOON

Microprose £29.99 Strategy
Build yourself a railroad empire in North America or Europe during the heyday of locomotion. Each territory has its own economy, products and resources. Players must choose the right train engine and rolling stock for the job and keep the equipment up-to-date. Newspaper headlines keep you informed of events which could bring in new opportunities for budding tycoons. Typical Sid Meier release with an exhausting amount of depth.
★★★★

REALMS

Virgin Games £29.99 Strategy
NEW
Strategy warfare sim in the same mould as *Powermonger* and *Mega-lo-Mania* but doesn't live up to either of them. Not that there aren't gripping moments in the Virgin offering, especialy when both players fight to the death, but with the launch of *Populous 2* it's managed to miss the boat. However, those who felt a bit over-awed at the complexities of *Powermonger* should give it a go as it's a nice friendly introduction to the genre.
★★★

RISE OF THE DRAGON

Dynamix/Sierra Online £39.99 Graphic Adventure
Above average release inspired by Ridley Scott's Blade Runner cyberpunk film. No typing involved and it sports some lush location graphics and animations. Plenty of disk-swapping for those of us without a hard disk. Far too expensive for most players.
★★★

ROBIN HOOD

Millennium/US Gold **£25.99 Strategy Adventure**
Kevin Costner and Bryan Adams have made huge amounts of cash out of our legendary hero, so why shouldn't us Brits grab a slice of the pie? *Robin Hood* is an epic game, pleasing to both the eyes and ears.
★★★

ROBOCOD
Millennium **£24.99 Platform**
Sequel to *James Pond Secret Agent* is a real scorcher. Fantastic combination of humour, platform play and cute graphics. How can one lonely programmer produce a game of such calibre?
★★★★★

ROBOCOP 3
Ocean **£25.99 Arcade Adventure**
NEW
An original format that breaks the usual mold of film licenses. You can take the role of Robocop in this 3D environment and play the arcade sections for instant action or follow the course of the full movie adventure. Great use is made of different camera angels and the 3D animated sections keep the story moving along in a stylish cinematic manner. However, gameplay is rather limited and the long lasting appeal of it all is extremely questionable.
★★★★

RODLAND
Storm **£25.99 Platform**
One of the most playable games to hit the Amiga in a long time. This Jaleco coin-op has been cleverly brought to life without losing any of the original appeal.
★★★★

SECRET OF MONKEY ISLAND
Lucasfilm Games/US Gold **£25.99 Adventure**
There's not much you can teach the George Lucas team about creating top-quality interactive entertainment. *The Secret of Monkey Island* is superb in every respect: gorgeous graphics, seducing sounds and heaps of humour. This swashbuckling pirate adventure has absolutely no typing involved and incorporates a terrific use of dialogue. Requires one megabyte of memory.
★★★★★

SHADOW OF THE BEAST 2
Psygnosis **£34.95 Platform**
Ridiculously difficult gameplay, most impressive graphics and ever so overpriced. What else can we say? Oh yeah, Shadow of the Beast 3 will be here soon.
★★

SILENT SERVICE II
Microprose **£34.99 Strategy**
Accurate submarine simulation set in the Pacific during the Second World War which could do with a dose of excitement.
★★★

SPACE GUN
Ocean **£24.99 Arcade Shoot 'em up**
NEW
Operation Thunderbolt-styled game that's been converted from the space-aged coin-op. The incredible arcade atmosphere has been retained mainly due to the thumping noises and great sound effects. The original utilised a pump action space rifle and Ocean have not only made the game mouse driven, but Trojan Light Pen compatible as well. Every conceivable alien comes out of the wood work at you and the few additions that have been made to the tried and tested game-style raises the game above even *Beast Busters*.
★★★★

SPINDIZZY WORLDS
Activision **£24.99 Arcade Puzzle**
Marble Madness was one of the first games to be released on the Amiga, although we had to wait four years for the real thing. Fascinating game design.
★★★★

STAR CONTROL
Accolade **£24.95 Shoot'em-up**
This one had the crew at EMAP Towers hogging the Amiga when it first came out. Sort of like Asteroids for the 90's with some spiffy sound samples from TV shows of bygone years. Requires one megabyte of memory.
★★

STUNT CAR RACER
Microprose **£24.99 Drive 'em-up**
Inventive and irresistible crash 'n smash race game with realistic suspension and handling of the hot-rod cars. Geoff Crammond, the brains behind Revs and Sentinel, produced some fast solid-3D graphics for the narrow suspended raceways. Grand Prix is his new attempt to simulate Formula One warfare.
★★★★★

SWITCHBLADE II
Gremlin **£24.99 Platform**
Finally, a platform slice'em-up which gives those pesky Japanese console video games a run for their money. Switchblade II is set across six enormous levels with over 600 screens of tense, claustrophobic challenges. Hack-tastic, mate!
★★★★

SWIV
Storm **£24.99 Shoot'em-up**
Kind of like a sequel to the durable Silkworm. Vertically-scrolling shoot 'em up which pits your craft against all manner of alien fighters. Continuous loading during the game means there's always something to shoot at. Why can't all Amiga games be this smart?
★★★★★

THEIR FINEST HOUR: THE BATTLE OF BRITAIN
Lucasfilm **Games/US Gold £24.99 Simulation**
Thrilling and historically accurate air combat simulation set during the crucial summer months of 1940. Players have the choice of flying eight famous planes including the Supermarine Spitfire, Junkers 87 Stuka and Messerschmitt 109. Lots of special features like a mission editor and replay camera with VCR controls. Supplied with exemplary manual.
★★★★★

THUNDERHAWK
Core Design **£30.99 Arcade Simulation**
Near future chopper capers geared towards total action. A mix of slick 3D polygonal graphics and simple easy-to-use controls. There's no better helicopter sim on the Amiga at present. Another best-seller for Core Design. Yah-hoo!
★★★★★

TIP OFF
Anco **£25.95 Sport**
NEW
Kick Off goes American with the most accurate basketball game for your Amiga available. Slightly dodgy controls made this a slight disappointment, but a great deal of fun can be had and hopefully set the standard for a tweaked sequel.
★★★★★

TOKI
Ocean **£24.95 Platform**
Qualified conversion of the strange coin-op starring a monkey in the leading role. Marvellous bright backdrops and surreal sprites. Sadly, the basic gameplay isn't that varied.
★★★

ULTIMA VI
Origin/Mindscape **£30.99 Role Playing Game**
Every Ultima is a masterpiece in its own right. Nuff said, mate? Savage Empire and Martian Dreams use the Ultima VI game engine and are now on their way.
★★★★★

UTOPIA
Gremlin **£29.99 Strategy**
Despite a similar look to *Populous*, this is really *SimCity* in space. Can you construct the perfect place to live? Every game presents a new challenge and there's loads to keep you going. This is probably the best game ever to emerge from Gremlin.
★★★★★

VIZ
Virgin Games **£19.95 Sport**
A far better game than everybody was expecting. Adult fun which should annoy any of your prudish friends or relations. Players have the choice of playing the trade marked Biffa Bacon, Johnny Fartpants or Buster Gonad in a race around the streets of Fulchester. Watch out for cameo appearances by The Fat Slags, Big Vern and Spoilt Bastard. Roger Mellie provides the stupidly silly live commentary.
★★★



Mat Broomfield comes to the end of his tinkering with MED.

SLIDE EFFECTS

Two months ago I showed you how to enter notes into MED so that you could hear the stereo effects possible with the Amiga. Although the block of music we entered was complete, it can be enhanced still further by adding a slide so that the transition from one to the other is smooth. This tiny effect is ver y easy to add, yet makes all the difference.

Move the outline cursor to line 004 of track 4. Select Range from the control menu. There are two slide options but we only need the second one, so select S2. This performs a slow slide starting from the cursor position to the next note in the same track. You'll notice that some numbers have appeared in lines 004 to 007 of track 4. Number 2 is the slide command, whilst the number 1 is the number of semitones to slide by at each line. If you prefer, you can add slide effects manually.

The second block is now complete. Now you can add this block to the block play list. Click once on the inner down arrow so that the play list cursor is over a bla nk position. If you look at the block play list, you'll see the letters INS followed by a down-facing arrow. Click once on this. You will see that it inserts the number of the current block into the play list. Repeat this process so that block 01 is played twice.

Now, we must add the final block of this section to the song. Select a new block and type in the following notes, ensuring that you use the correct instruments. Remember: a number in brackets like this [31] means leave that number of lines blank. A hyphen means leave one line blank.

Key in the following to play the intro of the song: Track 1 - instrument 1 - Octave 1 & 2; W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - track 2 - instrument 2 - Octave 1 & 2: R [31] track 3 - instrument 2 - Octave 1 & 2: T [31] track 4 - instrument 2 - Octave 1 & 2: O [31]

Notice that the notes do not completely fill the block. This time, rather than reduce the number of lines in the block, we're going to use a different technique to get around the problem.

Move the outline cursor to line 31 and position it over the second zero (0) of track 1. Type B and then move the cursor back to line 31, positioning it over the last zero of the same track and type 7. Track 1 at line 31 should look like this: — 0B07.

The letter B is a special command when placed in the second position of the command section of any track. It means jump to another position in the block play list. In our case it means jump to the eighth item in the play list, which will be the next block (when we've created one). This method is preferable to the one we used earlier because it uses less memory.

Add this block to the play list and it's on with the show...

THE MAIN TUNE

Before we continue, load a flutey sounding instrument as instrument 3. I used PanFlute which can be found on Master Soundtracker disk ST-01, available from 17 Bit Software.

From now on, all notes entered in track 1 will use instrument 1, all notes entered in tracks 2 and 3 will use instrument 2, and all notes entered in track 4 will use instrument 3. All notes are entered in octaves 1 and 2 (F1). Now type in the rest of the song to get the whole tune:

BLOCK 3 track 1: W - W - W - W - R - R - R - R - Q - Q - Q - Q - Q - Q - Q - Q - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - Q - Q - Q - Q - T - T - T - T - track 2: R [7] Q [7] Q [15] J [15] Q [7] B [7] track 3: Y [7] R [7] E [15] 3 [15] 3 [7] J [7] track 4: [4] W - Q - N [3] V - B [5] V - B [9] B [3] V - B [7] V - B [3] V - X [9]

BLOCK 4 track 1: W - W - W - W - R - R - R - R - Q - Q - Q - Q - Q - Q - Q - Q - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - Q - Q - Q - Q - T - T - T - T - track 2: R [7] Q [7] Q [15] J [15] Q [7] J [7] track 3: N [7] V [7] C [15] D [15] D [7] X [7] track 4: [4] W - Q - N [3] V - B [5] V - B [9] B [3] V - B [7] V - B [3] B - V - N - B - V - X -

BLOCK 5 track 1: W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - W - R - R - R - R - Q - Q - Q - Q - Q - Q - Q - Q - track 2: V [31] R [7] Q [7] Q [15] track 3: N [31] Y [7] R [7] E [15] track 4: X [7] X [7] X [7] X [11] W - Q - N [3] V - B [5] V - B [9]

BLOCK 6 track 1: 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - Q - Q - Q - Q - T - T - T - T - W - W - W - W - R - R - R - R - Q - Q - Q - Q - Q - Q - Q - Q - track 2: J [15] Q [7] B [7] R [7] Q [7] Q [15] track 3: 3 [15] 3 [7] J [7] Y [7] R [7] E [15] track 4: B [3] V - B [7] V - B [3] V - X [13] W - Q - N [3] V - B [5] V - B [9]

BLOCK 7 track 1: 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 7 - 7 - 7 - 7 - R - R - R - R - R - R - R - R - Y - Y - Y - Y - Y - Y - Y - Y - track 2: J [15] 3 [15] N [15] Q [15] track 3: 3 [15] T [15] Q [15] E [15] track 4: B [3] V - B [5] B - N - J [3] J - Q - W - J - Q - V [17] T [9] N - E - Y -

BLOCK 8 track 1: W - W - W - W - R - R - R - R - Q - Q - Q - Q - Q - Q - Q - Q - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - Q - Q - Q - Q - T - T - T - T - track 2: V [7] Q [7] Q [15] J [15] Q [7] J [7] track 3: X [7] V [7] C [15] D [15] D [7] X [7] track 4: [4] W - Q - N [3] V - B [5] V - B [9] B [3] V - B [7] V - B [3] B - V - N - B - V - X -

BLOCK 9 track 1: W - W - W - W - W - W - W - W - W - W - W - W - W - W - W [33] track 2:V [63] track 3: N [63] track 4; X [7] X [7] X [7] X [39]

Once the blocks are all typed in, you should edit the block play list so that it reads (from top to bottom); 00 00 00 00 01 01 02 03 04 05 06 07 08 09.

TIDYING UP

There are just one or two last little things to be added before our song is complete. Go to block number 9 and change the command characters in line 00 of track 1 so that they read 1C64. Now go to line 63 of the same track and change the command characters to 0C00. Now position the outline cursor on the same track anywhere between the two lines. Serlect the range menu and click on VOL.

The C command sets the volume of a particular note. A volume of 64, which is the default, is the loudest. By setting a second volume to 00 (silent) before we selected VOL (short for Volume slide) we caused MED to perform a gradual fade-out of volume on track 1. Repeat the process on tracks 2, 3 and 4.

SAVING YOUR WORK

The last thing remaining thing to be done is to save your song. Select the files menu and type in the name of your song in the small file-name window. Then select Save Song, and when the requester appears, click on Song. This will save your work in a compressed form ready for you to edit at a later date.

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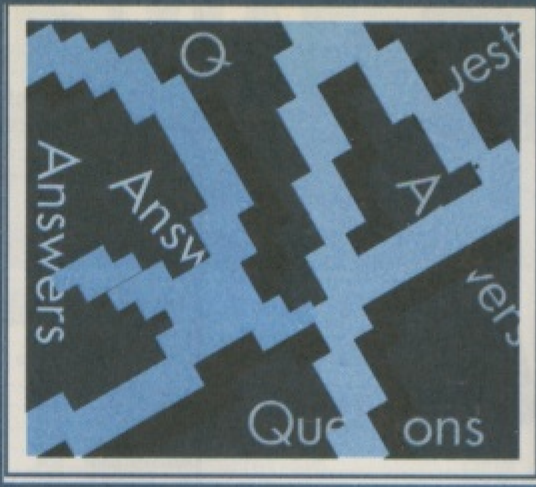
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TEXT PLUS PRINTING

Many people have contacted us this month about the fact that we didn't provide instructions for how to print using *Text Plus 2.2e* which we gave away on coverdisk 23, nor did we put a printer driver on the coverdisk.

It's very easy to make this great word processor work using your own printer preferences provided you have a version of Workbench which is configured for your printer.

1. Insert the Workbench disk and load it.
2. Double click on the Shell or CLI icon.
3. Type in CU23:textplus2.2e <return>

That's all there is to it! Easy or what? The computer will automatically ask you for the coverdisk and load *Text Plus*, after a few moments all disk activity will cease and the cursor will flash different colours to signify that the program is decompressing. If you only have a single drive, you'll be returned to the Workbench screen. Click on the 'Window to Back' gadget at the top right of the screen and the Text Plus window will appear. When you select 'Print' *Text Plus* will now use the Workbench printer preferences.

STREAKY PRINTOUTS

When printing art-work from *Deluxe Paint 2*, either hand drawn or from Vidi, I get a printout which is very stripey on any dark areas. I've tried messing about in the preferences but to no avail.

Jennifer Bell, Co. Down, N.Ireland

The likely reason for the effects that you've described isn't easily remediable. As you're doubtless aware, most printers use a matrix to generate characters. For example, a *Star LC10* uses a matrix nine points high which is equivalent to the number of pins on the printer. When printing graphics, the bottom row of this matrix is overprinted by the top row of the following line, thereby creating dark lines approximately every half centimetre.

SCANNER RESOLUTION

How can I load an image from my hand scanner into *Kind Words 2.0*? Every time I try, the computer tells me that the resolution is too great.

David Corner, London

There are several solutions to your problem and each has different advantages. Most hand scanners allow you to set the scanning resolution before you scan. If you scan with the resolution at its minimum setting, (usually 100 dots per inch), you may find that *Kind Words* will accept the image. However, there will be a visible decrease in the quality of the finished image, though this won't matter too much if you're using it at a very small size.

Alternately you can load the image into an art package, such as *Deluxe Paint,* where you'll probably discover that it's been created in medium resolution or interlace. Go to the screen format section of your art package and select low-res. When asked if you want to stretch the image to fit the page, replying 'Yes' should produce an image which retains similar proportions to the original, although the page size will be much larger than the visible screen. If you then save off this re-formatted image, it should load into your word processor perfectly.

If this still doesn't work, it could be that *Kind Words* is objecting to the size of the page rather than its resolution; try cropping the image in *D-Paint* until it's small enough.

FLASHING CAPS LOCK KEY

I've read umpteen times that in order to lessen the chances of a virus spreading, the Amiga should be switched off for approximately twelve seconds. When I switch mine off and then try to re-boot, the Caps Lock light flashes continually and the keyboard is totally disabled. This doesn't happen if I just reset it using the 'Vulcan Nerve Pinch' technique (Control/Amiga/Amiga). Is there a problem with my machine?

Thomas O'Neill, Bristol

There are a number of things which could cause the effects that you've described, and all of them are bad!

In the first place, I don't think that turning the computer off for twelve seconds is long enough to completely flush all viruses from memory. I've heard many different times being quoted as sufficient, but there's one thing everyone agrees on: thirty seconds is more than enough, so keep your machine switched off for that length of time.

There are viruses which can disable the keyboard, or even invert keys, but to the best of my knowledge no virus causes the Caps Lock key to flash.

The flashing Caps Lock is a very common symptom of internal problems, and my instinctive reaction is that your Amiga is in deep trouble and should be looked at by a professional as soon as possible. Why not phone Commodore's only authorised repair centre, FMG, and ask their advice before paying someone to fix it? Their number is: 0733 371304. Or you can write to them at Facilities Management Group, FMG House, Newcombe Way, Orton Southgate, Peterborough, PE2 0SF.

LOADING PROBLEMS

I recently purchased *Prince of Persia* after playing it on a friend's machine. I booted it up but after a couple of seconds a message appeared saying 'Load failed, please try again', which I did several times with no luck. The game

loads on my friend's machine, and his version generates the same error message on my computer. I've even tried disconnecting all peripherals and extra ram switched off but it makes no difference. All my other disks load so why won't this?
Dan Smith, Scarborough

There are many reasons why your game won't work properly but it's likely that your game won't load because of some system incompatibility. You were right to remove all extra peripherals as they can sometimes cause loading problems. For example, some games use protection systems which check for the presence of extra disk drives or *Action Replay* type cartridges, and if these are present the game fails to load.

More serious incompatibilities can be caused by the system Roms that lie at the heart of your Amiga. Does your friend perhaps have Kickstart 1.3 and you're running 2.0?

Another possible fault could be caused by the protection systems used in some games. As the need to protect their games from theft becomes ever greater, companies sometimes experiment with new loading systems which require that your disk drives be in near-perfect allignment to load them. They do this by altering the speed at which the drives spin and if your head allignment is slightly out or the heads are dirty, you could encounter problems.

A variety of cleaning kits can be purchased from most computer retailers, whilst Free Spirit Software produce an alignment checking kit. Contact them at: PO Box 128, 58 Noble Street, Kutz Town, PA 19530, USA. Don't forget an international reply coupon.

EXTERNAL DRIVE BOOTING

ACCESSORIES

Can I boot my Amiga from a second drive, and if so how?
David Laster, York

Yes, you can boot your Amiga from a second drive using a boot selector switch which is fitted internally. They're available from Amiga Direct, 4 Whitton Road, Middlesex, TW1 1BY. Tel:081 891 6704.

DISK DRIVE NOISE

PROGRAMMES

The other day I bought *Head over Heels* which I immediately loaded up. Whilst it was loading, the disk drive was making the most awful grinding noise, followed by periods of apparent total inactivity. The game did eventually load perfectly but I'm very concerned about the noise my drive was making because I'm sure it's not doing it any good. Can this be avoided, and if so, how?
Stuart Arkham, Burnside

The way that data is stored on a disk makes a significant difference to the noise that programs make when loading. When a program is loading, the drive head is moved in and out across the surface of the disk by a small engine called a stepper motor. The more a stepper motor has to move the heads, the noisier the loading process becomes. The noise can be reduced by mounting the drive on rubber shock absorbers, although I'm not sure where you'd buy them from – Tandy's probably.

It has been reported that because of the protection system on some of Ocean's and other companies' games, the drive is made to work much harder, and a number of 'experts' have argued that this may shorten the life of the drives significantly, or at the very least knock the heads out of allignment. It is known that forcing the heads to try and read data stored higher than track 81 will eventually damage drives although this doesn't seem to be how these protection systems work. Personally, I won't knowingly buy games with this form of protection because I feel sure that making the stepper motor do all that extra work must reduce its life, at least fractionally, and I'd like to see companies stop this form of anti-piracy. You may have opened a nasty can of worms there Stuart. Perhaps some software companies would care to comment?

PC EMULATORS & HARD DRIVES

EXPANSIONS

I'm intending to do an Open University course in computing but the specification says that I need an IBM PC compatible machine which can run unmodified PC software.

I know of two pieces of Amiga hardware which convert it into a PC, the *KCS PC Power board* and *ATOnce.* Could you advice me as to which is the most suitable?

I'm also hoping to buy a hard drive but I was wondering whether it's possible to store both PC and Amiga data on the same drive or if I'd need two drives.

There's such a huge choice of drives available, can you give me any pointers as to which one I should buy? I was hoping to buy a drive which allowed me to add at least two megs of extra memory. I was also wondering what difference a SCSI interface makes; would it allow my to connect a *Hitatchi CDR 1750 CD Rom* drive which also has a SCSI card on it?
Jef Ormerod, BFPO 103

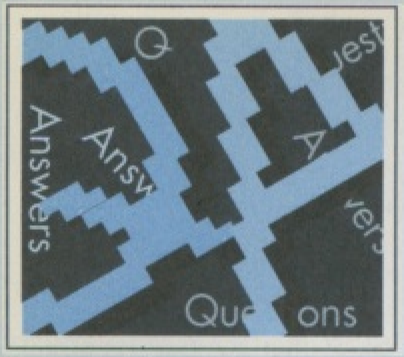
Well Jef, I'm afraid I can't really comment on PC boards much except to say that people I know who've bought the *KCS Board* seem very happy with them. I suspect that they can't emulate the higher colour modes of the PCs although this isn't likely to be a problem with text-based software.

Obviously, a 5.25 inch drive is going to be essential if you want to load software stored on that format, although most stuff is now available in both 3.5 and 5.25 inch disk versions.As for memory, I believe the *KCS board* actually allows you to add extra to it.

When it comes to saving data on a hard drive, yes, you can store both Amiga and PC software on a single drive although you might be advised to set up separate partitions for each type.

You're right, there are a bewilderingly large number of hard drives available, and I think that you must first establish which criteria are important to you before considering the various options. If speed is important, then any drive which includes a *Quantum* mechanism will perform well. My recommendation would be the *GVP Series 2* available from Silica Systems on 081 309 1111. It features a very efficient controller, extremely fast access times, a stylish case, up to 8 megs of upgradability and a SCSI (Small Computer Systems Interface) interface.

On the subject of SCSI compatibility: yes, in theory you should be able to connnect your ROM drive, but in practice it may



require additional controllers or software to access the data on it so contact Hitachi for confirmation.

MODEM CABLE

I have an internal *Hayes* compatible IBM modem I would like to use with my A2000. Is there a cable I can use to connect the edge connector to the serial port? I have an *XT Bridgeboard* but I'd like to use the modem with the Amiga side of the computer.

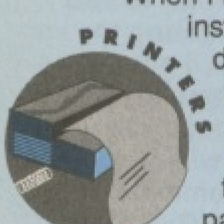


Rob Stewart, South Australia

I'm not aware of any cable to make the connection you've described, but Videk supply cables for every conceivable requirement. If they don't have one I'm sure that they'd make one up for you. Contact Videk at Unit 10, Bowman Trading Estate, Westmoreland Road, London, NW9 9RN. Tel 081 204 6690.

PRINTER INSTALLATION

When I tried to install a printer driver on the *Deluxe Paint 2* disk, A window titled 'Install. part 1' appeared containing the error message 'Unknown Command'. What am I doing wrong?



J.Powell, Ebbw Vale

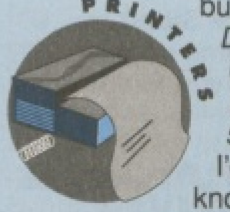
It appears as if you're trying to use the wrong command to install the driver. The Install command is used to create boot-blocks on disks and has nothing to do with printer drivers or anything else.

The easiest way to add a printer driver to a disk is simply to copy it there, then activate it from preferences. A typical command might look something like this: Copy Workbenchextras:Devs/Printers/EpsonQ to DPAINTII:Devs/Printers

Once that command has been entered, boot using your *DPaint* disk and call up Prefences, either by loading it from CLI or double-clicking its icon at the Workbench screen. Once Preferences has been opened go to the printer section and scroll through the list of printers until the one you copied is highlighted. Click on OK to return to the main Preferences window, then 'Save' to store your new printer configuration permanently.

HP DESKJET PLUS DRIVER?

I'm just going to buy a *HP Deskjet Plus* (or is it *HP Deskjet 500*?) and I'd like to know if there's a special driver for this printer other than the standard Deskjet one that comes on the Extras disk (and which doesn't support many of the printer's extra features)?



Incidentally, could you tell me where to contact GVP in Belgium?

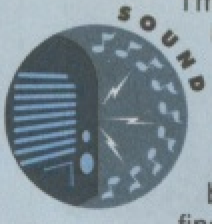
Gilles Duqys, Belgium

I've never seen a driver specifically for the *Deskjet Plus/500* but if any of you readers know of one, how aboout letting me know?

As for GVP in Belgium, I'm not certain but I don't think they have a Belgian division, rather their entire European operation is handled by a couple of big distributors, one of whom is certainly Silica Systems. Contact Silica at Unit 10, Ruxley Corner, Sidcup, Kent, England. Tel: 081 309 1111. Contact GVP at Great Valley Products Inc, 600 Clark Avenue, King of Prussia, PA 19406, USA Tel: 0101 215 337 8770.

MIDI SAMPLES

Last year I bought a sampler and *Protracker* and set to work creating original music. I'm now thinking of buying a MIDI keyboard to use with the Amiga because I find that the four sound channels on the Amiga is too limiting for what I want to do.



Before I splash out £200+ on a keyboard, I need to know whether I'll be limited to playing the keyboard's built in instruments or whether I can output Amiga samples through any of its MIDI channels. As the music I'll be making will be house/dance it's important to include some of my own samples. Looking at reviews of sequencer software I notice that notes are entered on musical staves. As I'm used to using *Protracker's* style of input (which is much easier than traditional notes and staves), I don't really want to have to enter notes in the old style.

Are there any sequencing packages which allow me to enter notes in the style I'm used to whilst still allowing me to use samples?

Paul Thacker, Walsall

Most MIDI keyboards, particularly in the price range you're looking at, don't allow you to download samples from any external sound source, let alone the Amiga. However, once your keyboard is connected, don't forget that you'll still be able to use the four computer sound channels in addition to any the synth may be able to generate. Provided all sound output is sent via a suitable mixer or amplifier, you can then record your tunes with the synth and computer sounds blended together.

On the subject of sequencers, there are actually extremely few that allow input in the form of traditional music notation, most of them using a system more akin to *Protracker*. The primary function of sequencers is to allow you to play music in real time via your MIDI keyboard, building up the various tracks individually. This input can then be edited manually to create professional quality music. If you particularly want to retain the *Protracker* style of input, both *Protracker 1.1* and *Med* allow you to direct output to MIDI, although *Med* provides you with more sound control commands such as pitch bend etc. For the beginner, I would recommend this package as it introduces most concepts in an easily understandable manner. You can buy *Med* and *Octamed* from Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX. 17 Bit Software should be able to help with *Protracker* – their address is PO Box 97, Wakefield, WF1 1XX.

AMOS ON HARD DRIVE

I own an A2000 and 40 megabyte hard drive, so I decided to install *AMOS* on it and this is where the problems started. According to the instruction manual (page 4), the procedure should be performed via CLI. It doesn't work, and only succeeds in producing the 'File not an object module' error message!!



Darrin Rapaport, Benoni, South Africa

Load the main *AMOS* program and then run the install.*AMOS* program through the editor. If you then follow the easy to understand instructions, you should succeed in installing the program in no time.

ANY PROBLEMS? If you have any questions of a remotely technical nature, we'll do our best to answer them. Send your letters to: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ADVERTISER'S INDEX

HELPLINE

ENQUIRIES

DRAGON BREED
Please help me! Is there a poke or cheat to allow me to skip levels?
Andres Marhaug, U1

OPERATION WOLF
Is there a cheat for this game? I'm getting really annoyed and frustrated with it.
Justine Thomas, U2

SUPER CARS 1 & 2
Could anyone please give me a cheat for any one of these games? They are driving me mad.
Ross Carter, U3

BRAT
Help! I'm going crazy. I can't finish the first stage on this game. Do any of you out there have a cheat? I need help as I keep falling to my doom.
Thomas Moen, U4

DARKMAN
I have been playing this game for months and I keep getting killed on the roof. Do some of your readers have an infinite lives cheat?
Thomas Roel, U5

THE SIMPSONS
Has anyone got a cheat for the Simpsons game? I find it really hard. I can get onto the skateboard but a stupid punk just knocks me off. So, if any of your readers can help me, I will be very grateful.
Andrew Weir, U6

F-18 INTERCEPTOR
Please help and give me a cheat for easy entry to every stage of this game. Apparently, there are a bunch of entry codes but I don't know any.
Nick Devon, U7

DRAGONS LAIR – SINGE'S CASTLE
Any cheat for this 'game' would be really appreciated,
Nick Devon, U8

FUTURE WARS
Can anyone help me? I've had the game for quite some time now and I'm totally stuck in the sewer level with the slimy monster.
Ronald Naber, U9

ZOMBIE
Could somebody please tell me what to do after I've collected everything in *Zombie*? I'm totally lost and don't have a clue.
David Wolf, U10

ESCAPE FROM COLDITZ
I am looking for a cheat for *Escape From Colditz*. I can find a lot of keys, lock picks etc, but I can't seem to get anywhere. Please, just give me a tip or hint as I'm loosing patience and I didn't pay 20 quid for nothing!
Lee Gaskin, U11

MEGA-LO-MANIA
Are there any cheats for this power seeking game? I don't seem to be able to build anything fast enough before I'm nuked!
Adam Day, U12

THUNDERHAWK
I think that this is a great game and have completed all but the Alaskan scenario. In fact, I cannot even complete the first mission as I am always told that I have messed up the mission when I return to the base. I have tried everything from running away to levelling everything in the area but I can't get it right. Please help me out before I go mad.
Chris Heeley, U13

ARMOUR GEDDON
Help! I've been playing this game for months but I'm still in the middle of nowhere! I badly need a cheat, such as infinite fuel, shields and weapons.
Paul McLean, U14

SPEEDBALL 2
I'm always the loser on this game. I keep getting beaten by Fatal Justice and Super Nashwan! I need cheats and I need them now.
Paul McLean, U15

ROBOCOP 3
I cannot beat the robot ninja who always manages to get the better of me. Is there anyway I can beat him in fair combat or has anybody got a cheat to reduce him to a three stone weakling?
David Yewdall, U16

GODFATHER
This great new US Gold game is really smart but I can't blow away the end-of-level gangster on level one. He just shoots too fast to get in close and polish him off and he soaks up bullets better than a sponge absorbs water.
Angela Lowther, U17

HAGAR THE HORRIBLE
This 'horrible' game is terribly frustrating as I keep dying when I come up against the end-of-level army. Is there a cheat for infinite energy or lives?
Chocky Turner, U18

POWERMONGER: WW1
Look, I'm a *Powermonger* fan and all that and consider myself to be something of an expert, but this data disk is a real pain in the rear. I just cannot invent a tank before the other side crushes my army. How can I get one or is there some kind of cheat? I know Bullfrog often include cheats in their game so please help me!
Colin Langley, U19

OH NO! MORE LEMMINGS
I might have most of the level codes to this game, but it's still impossible to finish some levels. How on earth can I stop my furry friends jumping to their deaths on levels 56, 70 and 74?
Mr A. R. Brown, U20

ROBOCOD
Has anyone got a level skip for this brilliant platform game as I can only get so far and I want to take a look at some of the later levels?
Steve Allan, U21

ELVIRA
I've completed the Fire World and have wandered everywhere in the Ice World but can't seem to get transported to the Castle. Has anyone got a tip for me to follow and help save the day?
David Reilly, U22

RESPONSES

XENON II (T1)
Pause the game at any time and type 'Russian Air'.
Mark Dempster, Scotland

TEST DRIVE 2 (T2)
Whilst your car is moving type GAS and the car will skip to the next gas station automatically.
Mark Saunders, Poole

LINE OF FIRE (T4)
Type 'Operation Ferret' on the joystick selection screen. You will now be invincible to enemy fire.
Mark Dempster, Scotland

TMHT (T5)
To get into the blimp, go over it so you can't see yourself and press ENTER on the separate key pad. The blimp will light up and you will be able to move it about.
Mark Dempster, Scotland

F18 INTERCEPTOR (T6)
Take-off, wack on your afterburner and fly to maximum altitude. This will make it easier to dog fight but don't fire a missile unless you are fully locked-on.
Mark Saunders, Poole.

SKIDZ (T13)
During play hold down fire on your joystick and press ALT. While holding down both of these, press C for infinite everything or L to play any level.
Tristan Greaves, Hampshire

ELITE (T15)
When asked for the first code word from the manual, type SARA and then enter the correct code. Now, at any point in the game, press * and enter any one of these codes: 18 FF – Lots of money, 24 01 ECM System, 2F 01 – Energy Bomb, 32 01 – Docking Computer, 38 01 – Military Laser, 3F 01 – Cloaking Device and Esc returns you back to the game.
John Vickers, Herts

FLOOD (T16)
To access any of the 42 levels of the game, enter MEEK as a level password.
Tristan Greaves, Hampshire

DOGS OF WAR (T19)
To become invincible simply type in TIMBO while playing then press F5. The enemies bullets will not be able to harm you anymore.
Christopher Jenkins, Southport

FULL CONTACT (T21)
While fighting type in QAZWXEDCR-FVIGBYHNUJM. Before you complete this sequence your opponent will give up, allowing you to go on to the next level. Remember: Don't press S after this or the game will crash!
Tristan Greaves, Hampshire

AFTERBURNER (T23)
Type in THUNDERBLADE when the game is paused. Pressing G will replenish your missiles, while N gives you extra lives.
Tim Crowe, Cornwall

ZAK MCKRAKEN (T24)
Before leaving home get the kitchen knife and the egg, then fly to any destination by knocking on the bus with the knife and using the cash card in the machine on the bus.
Do all the necessary stuff with the Destination Computer, then exit to the left. When on the plane walk left and enter the toilet and close the door. Use the toilet roll in the sink and turn on the tap. Now, quickly run to the right and put the egg in the microwave, close it and then turn it on. By now the hostess girl will order you to go back to your seat and ask if you did this mess.
The hostess will stay near the microwave. Pick up the seat cussion in front and you'll find the lighter on the floor nearby. Look in one of the cabinets to find an oxygen tank.
Tony Cregan, Manchester

MEGA-LO-MANIA (T26)
My sister bought this game from the computer show and, because we find it so hard, here are a few Epoch codes for the first four levels. Epoch 1 – CUEDEXVVINW, EPOCH 2 – TLDDC-QAKPBQ, Epoch 3 – WJPDOKPPZHE, Epoch 4 – KJUCGGQWDOG. I hope this helps some people out.
Edward Jagger, Lincoln

CHIP'S CHALLENGE (T30)
Start the game as normal and press F. The screen flips upside down and the game is ready to accept cheats. Try entering: SAGITTARIANS MAKE BETTER LOVERS. This gives you an infinite supply of keys, shields, ice boots and magnets. 09/12/57 gives you unlimited time. I THINK THEREFORE I AM means you don't need to collect the chips to escape. Remember to include spaces and the full stops. Now you can press C to skip to the next level. Pressing F will return you to the game.
Alan Miles, Shoreditch

MIDNIGHT RESISTANCE (T28)
On the title screen pause the game and type ITSEASYWHENYOUKNOWHOW and see what happens!
John Kerr, Scotland

SWORD OF SODAN (S5)
I'll put you out of your misery! Play the game until you get enough points for the high score table then die. Enter your name as NANCY (I kid you not), and when you play you will have infinite lives. Pressing return allows you to skip levels.
David Atherton, Liverpool

RODLAND (S10)
When the title screen appears, press P to pause the game. Press the Help key five times then unpause and you should see a white heart in the top right of the screen. You can now press the Space Bar to advance levels.
David Hill, Scotland

ALIEN BREED (S12)
The mazes always have a separate exit route for a fast run back to the deck lift. So, don't try to leave the same way as you came in. A little exploring will pay off. Also, there are no operational computers on the last two levels so make sure you have lots of ammo and lives. The laser gun is a must as it is very efficient on ammunition and very effective on the aliens.
Calvin Brewer, Hants

THUNDERBLADE (R14)
Type CRASH on the high score table then, during the game, press Help to advance a level.
Tony Weston, Kent

SATAN (R26)
Hold down Alt 1 D during game one. You'll receive infinite lives and, by pressing Alt 1 M, you'll get infinite energy and credits.
Julian Price, Bedfordsheer

WRATH OF THE DEMON (R37)
One of the most enjoyable games to have come out of the Readysoft stable. Perhaps a sequel is called for? Anyway, I've not heard of a cheat, but have completed the game by meticulously mapping the monsters so that you know when they're coming. I'm afraid I think that's the only way to do it. As for the huge guardians, a combination of skill, speed, observation and luck should see you clear.
Steve Fredrickson, London

HOW TO USE THE HELPLINE
IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

BACKCHAT

WALK-OVER WRESTLING

I am writing to you with a complaint that is all-too common of late. It's not regarding the high price of games, but about their ever-decreasing durability. My key example is Ocean's *WWF Wrestlemania*. When I got the game home and opened it up to reveal the video inside, I was most impressed, but on loading the game I was met by a rather bland option screen. I soon got stuck in, though, and found it to be quite a good game with a wide variety of moves available.

After an hour, though, I found myself pitted against the final baddy, Sergeant Slaughter, and beat him to a pulp. Can you imagine how miffed I was to see my twenty-five quid disappear like that? Why can't software houses give us value for money? OK, so it doesn't apply to all games, with *Midwinter*, *Beast II*, and *Gods* springing to mind.

It's a real shame about *WWF* as it could have been a great game, if it wasn't for the nonexistent difficulty. I can now complete it every go and my interest in it has long gone. So please software companies, do something about it!

James Lynden, Stoke Bishop.

UNDESERVED NUMBER ONE

So *WWF Wrestlemania* was the number one game over Christmas was it? How very deserved, I don't think. How on Earth did this piece of trash get anywhere near the charts? Even Epyx's C64 Wrestling game drops on this from a great height. I was unlucky enough to have had this bought for me for Christmas and, as a fan of *WWF*, I was initially quite pleased – until I played it that is. The graphics are nothing special and the wrestlers don't exactly resemble the real-life grapplers, and the moves are more luck than judgment. Real superficial stuff.

As can be expected, as soon as Boots was open again I trotted along and told the assistant that it didn't loaded. The one good thing about *WWF*, though, was that it was sold out and, feigning disappointment, I paid an extra fiver and bought myself a copy of *Populous II* – the best thing I have ever done. The moral of this story? Please stop buying stuff because of the name. Looking at Boot's chart, Ocean seemed to have a monopoly and when you look at the quality of stuff like *The Simpsons* and *WWF* they don't deserve it. So, if you want to spend the rest of your gaming days playing trash, keep it up. Me? I'll stick to home-grown original stuff from now on.

David Williamson, Chepstow.

People either love *WWF* (mostly the younger readers, admittedly) or hate it. Personally, we're not so keen and feel that it could have been done a lot better. Even so, as an overall package with the video you can't argue that Ocean have tried to bolster its short-lived gameplay.

CREDIT WHERE CREDIT'S DUE

I've just bought myself a copy of *Populous II* with my Christmas money and I can honestly say it's the best game I have ever bought. Since I bought it I have played nothing else, and it's many tricks and twists, as well as humorous touches make this the ultimate 'God' game. I used to own a copy of the original *Populous* but this is far superior in every department. So, for anyone out there contemplating what to buy, I recommend you buy a copy as soon as possible. Congratulations to Bullfrog for a perfect game!

Darren Carpenter, Gwent.

WILL PIRACY BE BEATEN

Whilst I commend Ocean for trying to beat piracy with their new dongle, I wonder if they know that the game has already been cracked and is available to run without their little gadget. I was contemplating buying *Robocop III* as it looked really good and I eagerly awaited its release. However, a couple of days before it was released a mate of mine said that he could me a copy if I wanted one. Not believing him, I bought myself a 'proper' copy – dongle and all. However, true to his word, after a couple of days he came round to show me his cracked version. Whilst I wasn't angry at forking out for the packaged version, I just thought it was a pity that Ocean had spent all that money to no avail. I know this makes me sound a goody-goody, and I've copied my fair share of games in the past, but I just know that it is the paying games player who will lose out. Still, I've no regrets of paying for my *Robocop III* as it is an excellent game – if a little short-lived – and I think that Ocean shouldn't be disheartened by this set-back and should definitely try again to beat piracy.

Sean Buckley, Aldrington.

CD NEEDY

I don't think I can hold myself together for much longer. The advent of CD technology for computers was announced way back when the CDTV was first being experimented with. You also announced that there would be a smaller add-on for present Amiga owners and, although there was a lot of confusion as to the difference of these products, we, the readers, have managed to struggle by picking up bits of information where we could. Being slightly better informed than most, thanks to your mag, I've managed to resist buying a complete CDTV because I know we can not be far away from that ROM release. But please, please, please, someone must surely by now have a firm release date that's not going to be changed yet again. I don't care how long I have to wait, as long as I'm not chasing shadows for the rest of my life!

Paul Anderson, Stockport

Well this is a problem that's as old as a software reviewer's memory. The manufacturers of the CD ROM drive can't guarantee a release date so neither can we. But what is certain is that you will see the device before Easter and it's actually in warehouses as we speak.



GOT NOTHIN' TO SAY?

How can you change the face of Amiga entertainment and productivity if you just sit back and take the bugs, poor quality hardware and software, and lack of customer service? On the other hand, feel free to praise where praise is due. This is the premier forum to air your views on anything connected with the Amiga scene. Write without delay to the usual Backchat address. We're itching to find out what you think...

We heard about the cracked version quite soon after it appeared, which was apparently released BEFORE Ocean got *Robo III* in the shops. Obviously, they weren't very happy about it, but expect further battles against piracy very soon.

MAG-NIFICENT!

After wandering in the magazine wilderness, I've now decided that CU is the one for me. Being of meagre budget, I have to very selective about what I spend my money on – both in software and mags – and CU ranks as tops for me. Congratulations on your 'new look', which is far removed from your old game-only days and the magazine has both grown and matured as a result. Unlike other mags you steer away from being both patronising and childish, with informative and witty articles. No, I'm not after a T-shirt, but congrats on a job well done.

Jason Darmin, Epsom.

DIAMOND PROPOSAL

I've noticed that Diamond computers are offering an A1500 Plus for sale which apparently uses the new Kickstart. Is this an official Commodore release or grey import?

Stewart Sterlan, Bude.

We phoned Diamond to check and it seems that the new A1500 Plus is simply a standard A1500 with 2.0 ROMs inside it. It seems that this is what Commodore are now supplying them with.

PROPAGANDA ANGER

After reading your article concerning the 80,000 new Amigas sold, written by Steve Franklin, I feel compelled to write. The pages were little more than a publicity vehicle for the company and, as I am one of the people who bought the 500P, I can tell him now that the 'unfounded' accusations about its software compatibility are completely true and he can come round to my house anytime he likes to check. The real reason I am writing is not to complain about Commodore – after all, the Amiga is a fabulous machine – but that you gave valuable space to such a naff article. If you are going to concern yourself with a retrospective about Commodore, who better to write it than yourselves?

Martin Holmes, Manchester

Well, Martin, we think you've missed the point. The article was to herald what was in store for the Amiga in the forthcoming year and its diversity of applications. It also reassures readers that, despite the strong belief by a lot of people that the PC will be the machine of the '90s, Commodore themselves are committed to Amiga users and believe strongly in the machine's longevity. Who better to write about that than Commodore?

SOUND FOR SOUND

You asked for it so here it is. Just a few of my favourite tunes and sound effects from games as requested in the December issue of CU Amiga. Firstly, the main prize for impressive music must go to the dazzling tunes in *Shadow Of The Beast*. Love it or hate it the soundtracks are out of this world. Secondly, anyone who's got a 1Mb machine must rate UBI Soft's excellent *Unreal:* the various sound effects of wind howling, crackling fire and rushing water must rate amongst the best ever implemented in any game. The sound track is also fabulous. However, at the top of the pile is the recent Mirrorsoft release *First Samurai*, the best music and sound effects of any game I've experienced.

Steven Grace, Moreshead

We'd almost forgotten we'd asked Steven. Thanks anyway and if anyone else has got any favourites....send them somewhere else please!

COMPETITION COUNT UP

I've entered almost all of your competitions in the last six months and have not seen many results. No, I'm not talking about winning the prizes but the actual competition results. You haven't published any for ages so how about an up to date competition winners blitz?

David Sullivan, Southall

OK, David where have you been? A lot of our competitions run for several months in order for the entries to reach us. They come from all over the world, so just because your Postie has a quick jog around the M25 before getting to us the day after you send your entry, spare a thought for the aborigine in the Australian Outback who has to trek for weeks just to get his entry to the local post master before it's sent by jet to out roof top control centre. But don't worry, by pure chance we're due for a 'blitz' next month so keep reading.

LICENCED TO THRILL

I was browsing through back issues of CU Amiga when I came across the article about the computer games that were planned but never released. The Marylin Monroe adventure, The X-Men arcade game, etc. It got me thinking that whilst software houses chuck money around like water on Terminator, Robocop and Turtles licences, there must be thousands of games they could snap up for next to nothing. For example, I'd love to see a game featuring the old American classic adventure TV series, The Time Tunnel, the futuristic robot western, Westworld with Yul Brynner, or, if you wanted to splash a bit of money about, what about Blade Runner or the Great Escape. What do you think?

Sean Howles, Scotland

Some great ideas there, although we're not sure about the Great Escape. With all the stars in that film there wouldn't be anything left of the royalties after agents had had their slice. But Westworld and Blade Runner would make brilliant games, especially on CD. Imagine gun fighting it out with actual film footage from the film with Yul Brynner, or visiting one of the other worlds and living the life-style of anyone you liked. Hunting down robots with Harrison Ford sounds the most exciting, though. However, time is money, and due to the megabucks which most licences cost, a software company has to churn out a game quickly to make a fat enough return. That might be sad, but it's true.

THE TOP FIVE

This month we have the ten all-time faves of Tina Clarke who hails from Doncaster.

1. **Heimdall (Core)**
2. **Robocop 3 (Ocean)**
3. **Robocod (Millennium)**
4. **Rainbow Islands (Ocean)**
5. **Supremacy (Virgin)**
6. **Speedball 2 (Mirrorsoft)**
7. **SWIV (Storm)**
8. **Kick Off (Anco)**
9. **Jimmy White's (Virgin)**
10. **Viz (Virgin)**

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

inside information

What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

DIY DATALINK

As more games allow you to connect two Amigas together, Mat Broomfield shows you how to make your own datalink cable for less than a fiver.

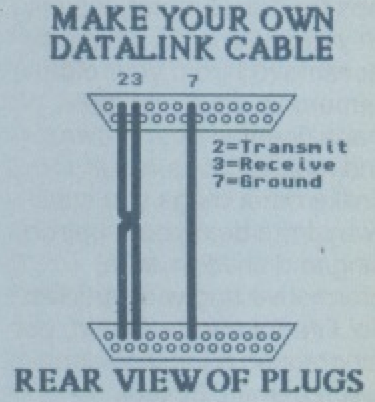
There are now dozens of games which allow two Amiga users to compete against each other, with companies such as Bullfrog and Microprose recognising that a good program can be improved substantially by the inclusion of datalink and modem options.

Connecting two Amigas couldn't be more straightforward: simply plug a null-modem cable into the serial port of each machine and you're ready to go. But why pay ten or even fifteen pounds to buy a datalink cable, when you can make your own in minutes for far less? Despite the necessary leads having twenty-five pin plugs on them only three of the terminals actually need to be connected; the others are there to conform to the RS232 standard. The serial port has a pin for transmitting data, another for receiving it, and a third which acts as a ground. When connecting two Amigas, the transmit pin of one machine is connected to the receive pin of the other, and vice versa, whilst the ground lead simply joins the same pin of each machine.

You can buy the assorted parts from any hobbyist or professional electronics shop, such as Tandy or Maplins. You'll need two RS232 plugs for connecting to the serial port. These are also known as 25-pin sub-miniature connectors, and come in two varieties: one of which is suitable for ribbon cables, and the other will work with any type of cable. Although the ribbon-type connectors require no soldering, they're more expensive, and may prove a little fiddly to use in the long run. I recommend the other type, as it doesn't come with a plastic insulating case, and only cost roughly two pounds each.

You'll also need some three-core wire of roughly the thickness used in light household appliances. Don't get more than you need, though, as the longer the cable connecting the two computers, the greater the possibility of electrical interference between the machines. You will only be able to achieve the highest transfer rates with less than two metres of cable.

All that remains is to solder the wire to the pins as shown in diagram 1. Twist the loose ends of the wires and apply a small amount of solder to "tin" them into a rigid point. You'll find it easier if you put a little solder on the actual pins of the plug before you try to attatch the wire. Be careful not to overheat the terminals as they can melt their plastic sheath, making the pin loose and unreliable.





MIDI MEET

The third annual Midi Music Show will be taking place at the Novotel, Hammersmith on 24 - 26 April.

The show is dedicated to the use of MIDI in all aspects including professional producers, musicians, enthusiasts and those involved in education.

Free seminars at the show will include 'Midi in Multimedia', 'Getting through to the A&R man' and 'Midi in Education'

Over 140 exhibitors are promised, including major names such as Roland, Yamaha, Korg and Atari (?). Tickets are available in advance on 081-547 1183

MIDI cuts

The price of connecting your Amiga up to MIDI keyboards and sequencing some fairly terrible sounds is falling. Music lovers everywhere should beware that the *Technoplus MIDI* package will feature a MIDI interface with Two MIDI OUT ports, one MIDI IN port, a MIDI THRU/OUT port and a serial pass through feature. Apart from the hardware, the package, which will retail at £39.95, includes the *MusicX Jnr* software.

Those of you who don't really like any of your mates anyway can contact Technoplus on 0604 768711

THOSE WERE THE DAYS

THREE YEARS AGO

• Again, Again forced an absolutely appalling adaption of The Munsters down our throats. The original cast of this cult '60s TV sitcom must have turned in their graves. And you thought the Munsters Today was awful...

• US Gold reckoned over 100,000 copies of Thunderblade were sold in Europe within the first five days of release. According to our files, CU said the conversion of this Sega hydraulic coin-op was 'an essential addition to every Amiga owning blast'em-up fans software library'. Our writers certainly were verbose in the good old days, eh?

• This is one Mindscape prefers to forget. Willow, based around the fantasy film flop from George Lucas, was a bit of a stinker. Sorry Mr Mindscape but nobody 'enjoyed it to the hilt' as your advert at the time suggested.

TWO YEARS AGO

• Turtle mania started to hit British shores when Konami launched the arcade game. Journalists were comparing these Teenage Mutant Ninja Turtles to the Cabbage Patch Dolls or HeMan, that is, merely another short-lived kiddie fad. They were wrong. The heroes in a half shell are still popular now. Only Bart Simpson can steal the limelight and toy sales.

• Popular Amiga games being played at the time included F29 Retaliator, Hard Drivin' and SimCity. Buzz was itching for somebody to pick-up the rights to Ridley Scott's thriller Black Rain starring Michael Douglas. Sadly, another one slipped through the net.

• The veteran ZX Microfair computer shows were finally put out to rest. Out of the ashes rose the All-Formats Computer Fair. This 'unpretentious' event has gone from strength to strength. The organisers are promising more venues during 1992.

ONE YEAR AGO

• A most excellent month for brilliant new releases. The only trouble? Should gamesters go for Lemmings or Speedball II? Both games are still selling well and it remains a tough decision today. CU AMIGA believed Lemmings was 'the perfect family game' while the faultless Speedball II turned out to be 'the Bitmap's best' thus far. Which one do you think is better? Drop us a line at the usual address...

• Gossip reached our news desk that Ocean was preparing a third Robocop game. Rumours suggested it was going to be a multi-directional shoot'em-up programmed in-house. Okay, we were slightly off-track for once! Robocop 3 is, of course, an original attempt to tackle a movie license through the use of 3D graphics and novel animation sequences. Digital Image Design, of F29 Retaliator fame, was the development team in charge.

• Chaos Rock from Brazzie Atkins was one of the most 'original and refreshing' demos on offer that month. Designed as a form of New Age alternate TV, this software presented the viewer with atmospheric music and hypnotic psychedelic images. A digital drug perhaps?

READERS SUBMISSIONS

Here at CU we recognise the hours of work that goes into your entries for our Screen and Tune of the Month competitions, to say nothing of the time you spend putting together program submissions.

Much as we'd love to, we simply can't include every entry or submission on our coverdisks, but to show our gratitude, the very least we can do is acknowledge the hard work that you've put in by printing a list of entries received each month.

If you want to be sure that we've received your entry, this is the place to look, so we'll start off by mentioning some of the entries we've received over recent months; alongside each name is a percentage which represents MY opinion of how good your work is compared to others in the same month. Originality and execution both play a large part in this mark.

SCREEN OF THE MONTH

Warren Kelling, Andover, Hants: 99% - Roel Valentin, Gorinchem, Holland: 90% - John Cung, Charlton, London: 90% - Lars Martonsson, Edsbyn, Sweden: 85% - Lee Morrisroe, Longton, Staffs: 85% - M.S.Radford, Cwmllynfell, W.Glam: 80% - Gordon Smith, Hillington, Glasgow : 80% - Shahjan Alhassan, Slough, Berks: 80% - Steve Packer, Chelmsford, Essex: 80% - David Genge, Calcot, Berks: 80% - John Lewis and Louisa Allen, Wigston, Leics: 75% - G.J.Holland, St Helens, Merseyside: 75% - Phil Leong, Kidderminster, Worcs: 75% - John Holsgrove, Uxbridge, Middlesex: 75% - Keith Slater, Benfleet, Essex: 75% - Solomon Papa, Forest Gate, London: 70% - Lee Cook, Plumstead, London: 70% - Jonathan Maynard, Eye, Suffolk: 70% - John Godber, Parkstone, Dorset: 70%, Steven Lane, Hough Green, Cheshire: 70% - Edward Young, Albrighton, Wolverhampton: 70%

TUNE OF THE MONTH

Erno Tuomainen, Hartola, Finland: 95% - Hans-Petter Flaaten, Oslo, Norway: 90% - R. C. Campbell, Auckley, Doncaster: 90% - Ian Chishol m, Weeting, Suffolk: 80% - Craig J. Mortimer, Woodley, Berks: 75% - Keijo Sopuli, Lahti, Finland: 75% - P.C.Moreno, Rotterdam, Holland: 75% - Jussi Tohmola, Kemijervi, Finland: 70%

PROGRAM SUBMISSIONS

Ben Waine, Bicester, Oxon: 75% - Clifford Papworth, Kingsthorpe, Northampton: 75%

As you can see, the standard of entries is fairly high. If you scored less than 70%, then perhaps you might spend a little time studying the way that other people put their stuff together. Anyone scoring 70% or more can congratulate themselves on creating some really excellent work. Above 90% and there's no other word for it, you're a Superstar through and through!

BEST GAME OF THE MOVIE

1 Robocop 3 (Ocean)
2 Indiana Jones and the Last Crusade - The Adventure Game (Lucasfilm Games)
3 Batman (Ocean)
4 Blues Brothers (Titus)
5 Hudson Hawk (Ocean)

TOP THREE WORDPROCESSORS

1 Wordworth (Digita International)
2 Protext 5.5 (Arnor)
3 Pagestream (Soft-Logik Publishing)

This month's Supreme Turkey award goes to E-Type from Digita International. Who the heck wants to transform their Amiga into a type-writer? Not us, that's for sure!

GAMES WITH SUBMARINES IN THEM

1 Silent Service II (Microprose)
2 Wolfpack (Mirrorsoft)
3 Das Boot (Three Sixty)
4 The Hunt for Red October (Grandslam)
5 Fantastic Voyage (Centaur Software)

TOP 100 AMIGA GAMES

★★★★★ supreme ★★★★ excellent ★★★ good ★★ fair ★ dodgy

1 Lotus Turbo Challenge 2 (Gremlin) £25.99 ★★★★★
2 Alien Breed (Team 17) £24.99 ★★★★
3 Megalomania (Imageworks) £30.99 ★★★★★
4 Heimdall (Core Design) £34.99 ★★★★★
5 James Pond 2 – Robocod (Millennium/US Gold) £25.99 ★★★★★
6 Return to Europe (Anco) £7.99 ★★★
7 Bubble Bobble (Hit Squad) £7.99 ★★★
8 Jimmy White's Whirlwind Snooker (Virgin Games) £29.99 ★★★★★
9 Shadow of the Beast (Sizzlers) £7.99 ★★
10 Final Fight (US Gold) £25.99 ★★★
11 TV Sports Football (Mirror Image) £9.99 ★★★
12 Fantasy World Dizzy (Codemasters) £6.99 ★★
13 Rugby – The World Cup (Domark) £24.99 ★★★
14 New Zealand Story (Hit Squad) £7.99 ★★★
15 Wacky Races (HiTec Software) £7.99 ★★
16 Terminator 2 (Ocean) £25.99 ★★
17 Lombard RAC Rally (Hit Squad) £7.99 ★
18 Altered Beast (Hit Squad) £7.99 ★
19 Dragon Ninja (Hit Squad) £7.99 ★
20 PGA Tour Golf (Electronic Arts) £25.99 ★★★★★
21 Scooby-Doo and Scrappy-Doo (HiTec Software) £7.99 ★★
22 Head Over Heels (Hit Squad) £7.99 ★★★★★
23 Populous (Star Performers) £10.99 ★★★★★
24 Full Contact (Team 17) £9.99 ★★
25 Knights of the Sky (Microprose) £34.99 ★★★★
26 Board Genius (Beau Jolly) £29.99 ★★
27 Little Puff (Codemasters) £6.99 ★
28 Batman – The Movie (Hit Squad) £7.99 ★★★
29 North and South (Digital Integration) £7.99 ★
30 4D Sports Boxing (Mindscape) £25.99 ★★★★
31 Chase HQ (Hit Squad) £7.99 ★
32 Heroes of the Lance (Kixx) £7.99 ★★
33 Steve Davis World Snooker (Blue Ribbon) £7.99 ★
34 Magic Pockets (Renegade/Mindscape) £25.99 ★★★
35 Ninja Rabbits (Micro Value) £6.99 ★
36 Silent Service II (Microprose) £34.99 ★★★
37 Power Drift (Hit Squad) £7.99 ★
38 Pro Boxing (Codemasters) £7.99 ★
39 Manchester United Europe (Krisalis) £25.99 ★★★★
40 Secret of Monkey Island (Lucasfilm Games/US Gold) £29.99 ★★★★
41 Bloodwych (Mirror Image) £9.99 ★★
42 Final Blow (Storm) £25.99 ★★
43 Super Space Invaders (Domark) £24.99 ★★★
44 Air Combat Aces (Ubisoft) £30.99 ★★★★
45 Pitfighter (Domark) £24.99 ★★
46 Turrican (Kixx) £7.99 ★★★★
47 Eye of the Beholder (SSI/US Gold) £30.99 ★★★★★
48 Thunderhawk (Core Design) £30.99 ★★★★★
49 Kick Off 2 (Anco) £24.99 ★★★★★
50 Lemmings (Psygnosis) £25.55 ★★★★★
51 Deuteros (Activision) £25.99 ★★★★
52 Face Off Ice Hockey (Krisalis) £25.99 ★★
53 Rainbow Collection (Ocean) £19.99 ★★★★
54 Cabal (Hit Squad) £7.99 ★
55 Xenon II (Mirror Image) £9.99 ★★★★★
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57 Supercars (GBH) £7.99 ★★
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60 Defender of the Crown (Mirror Image) £9.99 ★★★
61 F15 Strike Eagle II (Microprose) £29.99 ★★★★★
62 The Simpsons (Ocean) £25.99 ★★★
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64 Turbo Outrun (Kixx) £7.99 ★
65 Nitro (Sizzlers) £7.99 ★★★
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68 Mean Machine (Codemasters) £7.99 ★★
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77 Cruise for a Corpse (Delphine/US Gold) £27.99 ★★★★★
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90 Red Heat (Hit Squad) £7.99 ★
91 Flight of the Intruder (Spectrum Holobyte/Mirrorsoft) £34.99 ★★★★
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98 The Games – Summer Edition (Kixx) £7.99 ★★★★
99 Final Whistle (Anco) £12.99 ★★★
100 Kick Off – Winning Tactics (Anco) £12.99 ★★★

Charts supplied by Gallup (071 794 0461) ratings courtesy of the CU AMIGA team.

WORST GAME OF THE MOVIE

1 Darkman (Ocean)
2 Fantastic Voyage (Centaur Software)
3 Predator 2 (Activision)
4 Terminator 2 (Ocean)
5 Navy Seals (Ocean)
6 Bill & Ted's Excellent Adventure (Capstone Software)
7 Indiana Jones and the Last Crusade - The Arcade Game (US Gold)
8 Home Alone (Capstone Software)
9 Neverending Story II (Linel)
10 Nightbreed (Ocean)
11 Total Recall (Ocean)
12 Ghostbusters 2 (Activision)
13 The Three Stooges (Cinemaware)
14 Moonwalker (US Gold)
15 James Bond Collection (Domark)
16 Robocop (Ocean)
17 Platoon (Ocean)
18 Robocop 2 (Ocean)
19 The Godfather (US Gold)
20 Untouchables (Ocean)

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Thinking of treating your Amiga to something really special like a hefty hard drive or sizzling spreadsheet? You could save yourself some money, meet new friends and make fun of ST owners at the nearest All Formats Computer Fair...

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2 (North West) Haydock Park, J23, M6
8 (North East) Northumbria Centre, Washington, A194 (M)
23 (West Midlands) National Motocycle Museum, J6, M42

MARCH
8 (Scotland) City Hall, Candleriggs, Glasgow
14 (London) Horticultural Hall, Greycoat Street, Westminster
15 (West) Brunel Centre, Temple Meads, Bristol
21 (East Midlands) Donington Park, J23A, M1
22 (North) University Sports Centre, Caverley Street, Leeds

APRIL
12 (North East) Northumbria Centre, Washington, A194 (M)
26 (West Midlands) National Motorcycle Museum, J6, M42

MAY
16 (London) Horticultural Hall, Greycoat Street, Westminster
17 (West) Brunel Centre, Temple Meads, Bristol

JUNE
7 (Scotland) City Hall, Candleriggs, Glasgow
14 (North West) Haydock Park, J23, M6

All Fairs are open 10am until 4pm, admission is £4.

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